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AUGUST '91 ISSUE 117

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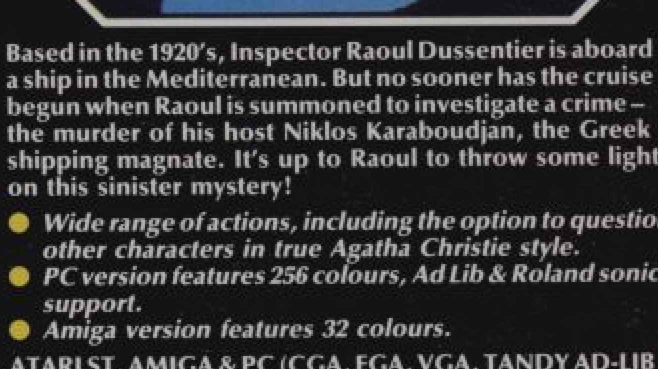
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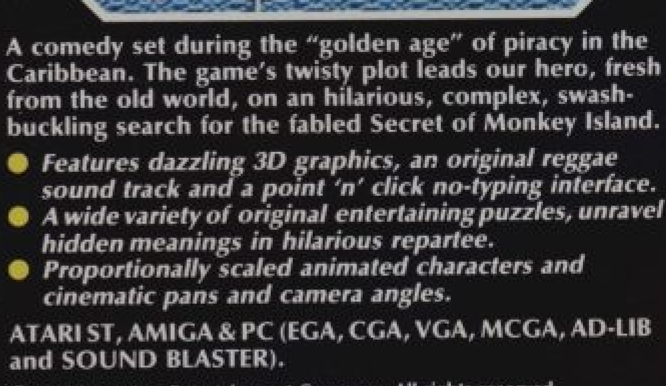
- *Wide range of actions, including the option to question other characters in true Agatha Christie style.*
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ATARI ST, AMIGA & PC (CGA, EGA, VGA, TANDY AD-LIB & ROLAND).

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Screen shot from PC



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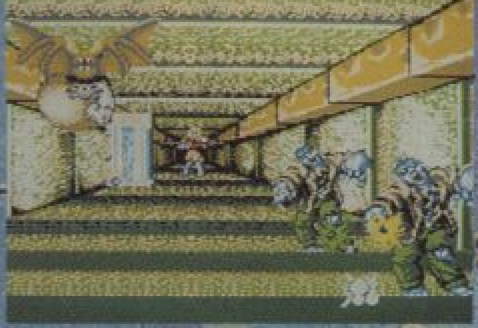
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AUGUST 1991 #117

THIS MONTH'S REVIEWS





CONTE





COMPETITION CORNER





EDITOR
TIM BOONE
Another wild and wacky month for CVG's best-dressed Editor. What with moving house, adapting his Megadrive to play Far Eastern bits and pieces and setting the all-time low score on the office Star Control, Tim's been a busy man. Lucky he remembered this issue, eh?



DEPUTY EDITOR
PAUL GLANCEY
Gipsy japes are all the rage for our illustrious Dep Ed, stepping in to help out Mean Machines, Sinclair User, some French organ and, of course, CVG! How does he do it? Actually, we think the man Glancey is a set of identical triplets - and none of them are letting on...



ART EDITOR
JON BILLINGTON
It's finally happened: Jon's moved out of his dark corner and into the limelight to share his jolly japes with all and sundry. He's also bought himself a Gameboy, managed to put the batteries in the right way round and switch it on without losing his temper. There's definitely something wrong.

NTS

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ADDITIONAL LAYOUT
YVETTE NICHOLS
Proud holder of the coveted CVG Trooper of the Month award, cool Kiwi Yvette's been lending quite a few hands when the going got tough. That's how they breed 'em down under - ready for anything!

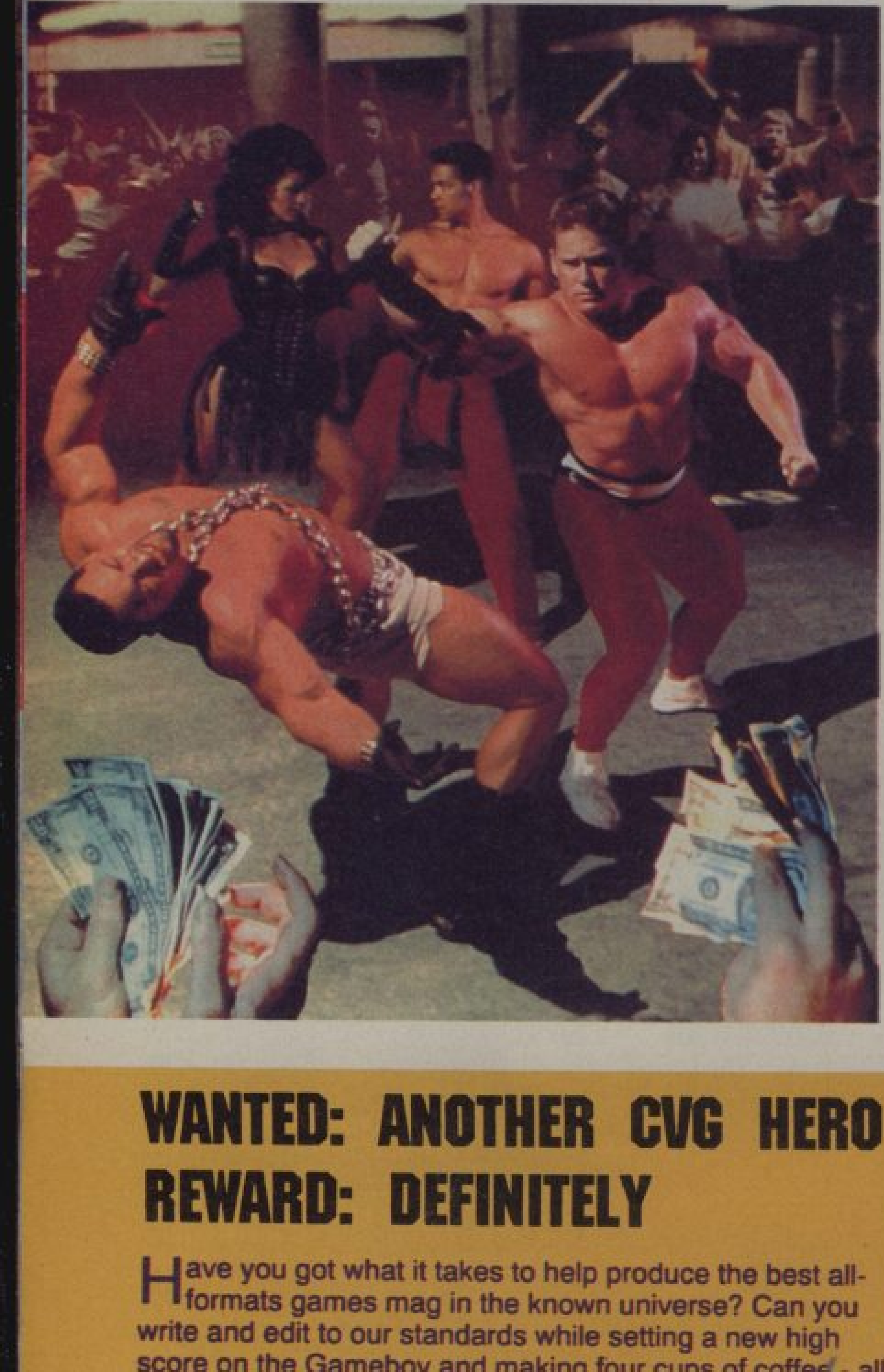


STAFF WRITER
PAUL RAND
Sun reader and house hunter extraordinaire, Paul's been a tad poorly of late, but he's bounced back to thrill us all with lectures on Kick Off II and 1001 things to do with a bottle of antibiotics...



MANAGING EDITOR
JULIAN RIGNALL
Jetting of to far-flung places like Chicago, Florida, Disneyworld and Mr Jolly's Fun Emporium, Southend On Sea, Mean Machines' main man arrived back at the office full of news, views and all sorts of exotic tittle tattle - cramming the lot into CVG. Hurrah!

ANOTHER THRILLING INSTALMENT OF ED-FIRST



HELLO! Are we punch drunk or what? Not only does CVG go thumping loopy this month with another Mega Exclusive - Pitfighter II from Domark - but we've got two (count 'em) pull-out posters to boot!

First off you'll find our fantastic Pitfighter pull-out poster preview at the centre pages. Pull that out and there's Sonic The Hedgehog bursting out of the page and ready to jump onto your bedroom wall!

So how many extra pence do these power-packed poster pages set you back? None. How much extra do they cost? Nothing. Zero. Not a jot. Not even the slightest squirt.

And if that's not enough, check out all the great giveaway compos this issue. What with a Video Walkman on offer from US Gold, a Famicom from Console Concepts and all sorts of baseball brilliance from Domark - not to mention all those brill Hotline giveaways - we're amazed we've got so much space left to show off all the great games!

On that score we've got a four-page review lowdown on Sonic the Hedgehog, four (count 'em) reviews of brand new Lynx games, we do the business with three pages on R-Type II and Zero Wing, together with Previews of Outrun Europa and Utopia to name just a few. Phew!

Flicking through the mag you'll probably notice a few tweaks here and there. Yob's mailbag takes on a new look, and goes all international this month - and it's a third bigger! Well, what can you do when Britain's most 'orrible oik threatens you with a week-old saveloy? The less said about that the better, so until next month...

Byeee.

TIM BOONE

WANTED: ANOTHER CVG HERO REWARD: DEFINITELY

Have you got what it takes to help produce the best all-formats games mag in the known universe? Can you write and edit to our standards while setting a new high score on the Gameboy and making four cups of coffee - all at the same time?

Yes? Then why aren't you Deputy Editor for CVG? We're looking for a top man for the Number Two slot on Britain's brightest games monthly - and only the best will do. Ideally you'll have been working for another magazine (preferably a computer mag) and have a deep longing for something better.

So what are you waiting for? Get on the phone and talk to me pronto. No beginners please: producing everyone's favourite mag can be a busy old game!

"WHERE'S THAT COPY?!" ► It's tough being a journalist.



NEWS

SPECIAL REPORT

The Summer CES Show in Chicago has always been a launch pad for tons of new games which are shown publicly for the first time. And this year was no exception, with over 350 games on display! Julian Rignall jetted off to the "Windy City", stuffed himself with 64-oz steaks and "lemon shots" and got the low-down...

Nintendo have dominated every CES Show in recent history, which isn't surprising when you consider that they and their third-party games producers take an 85% share of the American video games market. This year their presence was as substantial as ever, but Sega and NEC also had very large stands, indicating that not everything is going Nintendo's way at the moment. Sega are on a high after recently selling their millionth Megadrive and NEC are celebrating a sales boost for their Turbografx 16 (the American PC Engine) after cutting it's price to $99.99 (£58!).

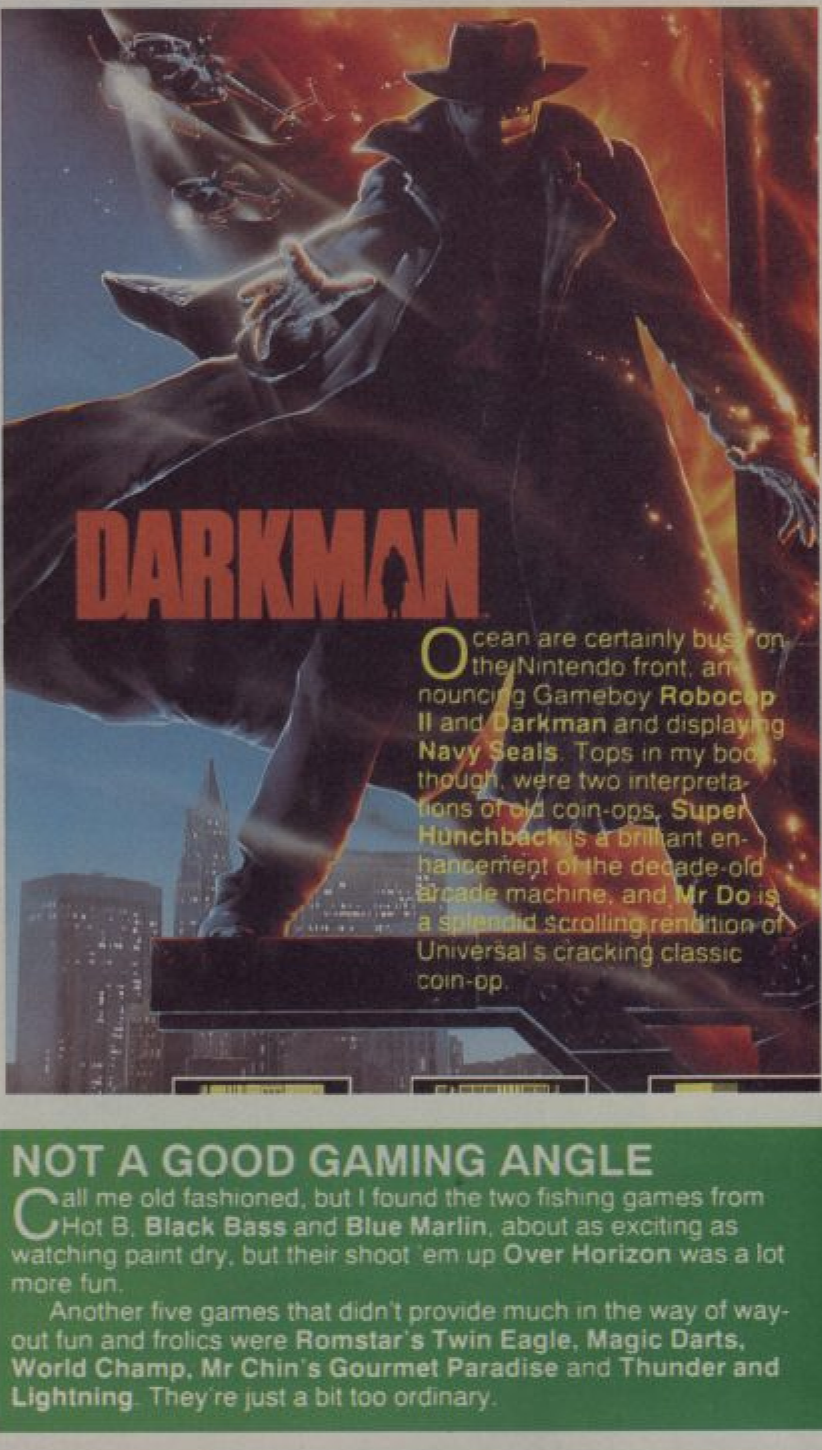
All three firms had a huge amount of product on display. Nintendo used the show to launch the Super Famicom, or Super NES as it'll be called (it has already been dubbed the SNES - pronounce that "Sneeze" - by UK and US journalists). Sega displayed a range of spectacular software for the Megadrive and NEC had a whole load of new CD-ROM games on display and also revealed their upgraded CD-ROM System Card which has 2 Megabytes of storage space.

What about computer software? Well, Amigas and STs are pretty much dead in the US, and what few games there were have already been seen in Europe. The PC Compatible market is looking healthier, with plenty of "adult-oriented" games like **Ultima VII, Wing Commander II, Leisure Suit Larry V** and **Police Quest III** but few arcade-style games to get enthusiastic about, other than the **Ninja Turtles Arcade Game** and **The Simpsons**.

Could this be an indication of what will happen to the UK computer games market? We'll just have to wait and see...

WE'RE HAVING A THIRD PARTY

Megadrive third party stuff was in abundance. **Berlin Wall** (Kaneko) looked neat and **Turbo Outrun** (IDG's conversion of the excellent racing coin-op) is excellent. Ballistic have four new titles - **Test Drive, Mike Ditka Power Football, Onslaught** and **Turrican**, and Dreamworks have **Jesse "The Body" Ventura Wrestling Superstars** and **Trampoline Terror**.



Ocean are certainly busy on the Nintendo front, announcing Gameboy **Robocop II** and **Darkman** and displaying **Navy Seals**. Tops in my book, though, were two interpretations of old coin-ops. **Super Hunchback** is a brilliant enhancement of the decade-old arcade machine, and **Mr Do** is a splendid scrolling rendition of Universal's cracking classic coin-op.

NOT A GOOD GAMING ANGLE

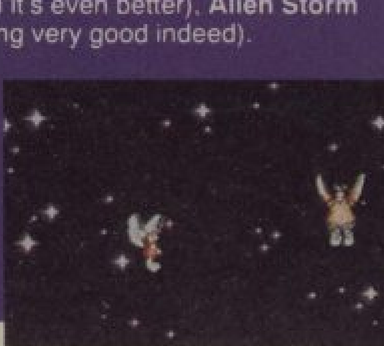
Call me old fashioned, but I found the two fishing games from Hot B, **Black Bass** and **Blue Marlin**, about as exciting as watching paint dry, but their shoot 'em up **Over Horizon** was a lot more fun.

Another five games that didn't provide much in the way of way-out fun and frolics were **Romstar's Twin Eagle, Magic Darts, World Champ, Mr Chin's Gourmet Paradise** and **Thunder and Lightning**. They're just a bit too ordinary.

MEGADRIVE MANIA

Sega's huge, walled-in stand contained rows and rows of monitors displaying a wealth of new Megadrive titles. In the centre, Sega's own games were on display, and these included **Toe Jam and Earl**, a very wacky one or two-player arcade game which I reckon will take the Megadrive by storm, **688 Attack Sub, Decapattack** (starring Chuck D Head, a guy who can take his head off and throw it at his enemies), **Donald Duck, Joe Montana II** (still not as good as John Madden's), **Mercs, Phantasy Star III** (more role-playing malarkey), **Flicky** (a conversion of an oldie-but-goldie coin-op), **Shining in the Darkness, Streets of Rage** (Sega's answer to Final Fight, and very good it is too), **Fantasia** (the sequel to Mickey Mouse, and I reckon it's even better), **Alien Storm** (brilliant!) and **Golden Axe II** (looking very good indeed).





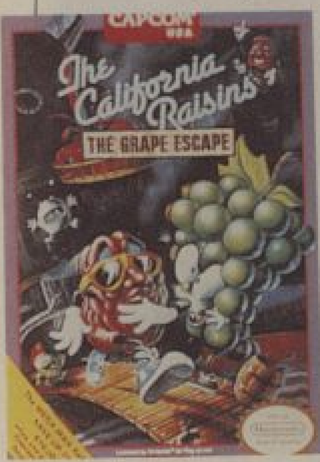


MEGA COIN-OP DELIGHTS

The two big coin-op firms, Capcom and Konami showed off a veritable gilt-edged collection of gaming goodies. Capcom's **Little Mermaid, Little Nemo Dream Master, Talespin** and **Chip 'n' Dale Rescue Rangers** are all graphically stunning - and play well too - but better still is **Megaman 4**, which stars new baddies and some old favourites! Their conversion of **Snow Brothers** is also looking very good, as is an original and rather wacky game called **Yo Noid!**

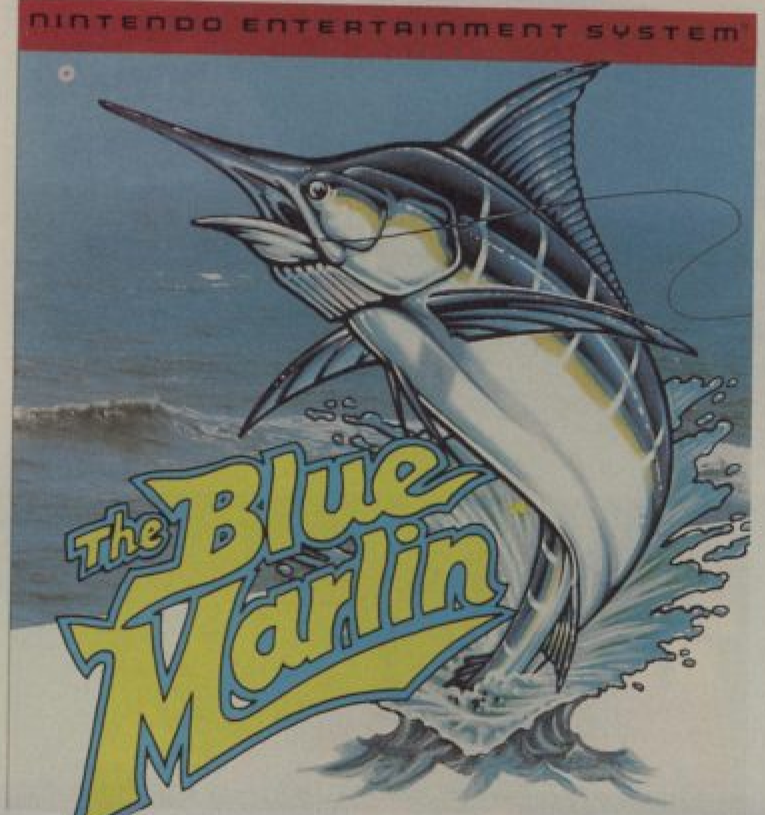
At the booth over the way, Konami's big game was **Teenage Mutant Ninja Turtles III**, while **Contra Force** looked a pretty good bet for action fans. **Where in Time is Carmen Sandiego** and **King's Quest V** are both very good adventures, and **Monster in My Pocket, Tiny Toon Adventures, Bucky O'Hare** and **Laser Invasion** all have promise.











AND THE REST

Snow White and **Klashball** (Speedball to you and I) were seen at the Sofel stand and **Bo Jackson Baseball, Dream Team 3-on-3 Challenge** and **The Avengers** were Data East's showpieces.

At the Hudson hang-out catching the limelight were **Jackie Chan Kung-Fu** (superb stuff), **Adventure Island I and II and Princess Tomato in the Salad Kingdom** (my vote for The Best Named Game Of The Show), while AGCI had **Wally Bear, Shockwave, Death Race** and **Chiller**.

THQ's line-up was impressive, with **Peter Pan and the Pirates, Wayne Gretzky Hockey, Videomation** (a battery-backed drawing and animation program which is a first for the console scene), **Where's Waldo, Attack of the Killer Tomatoes** (hee, hee), **Home Alone** (based on the poopy film, but what I want to know is where's the game in that?), **The Flash** and **Swamp Thing**.

A nice set of games were in evidence at Asmik - **Evert and Lendl Top Players Tennis, Conquest of the Crystal Palace, Wurm** and **Boomer II** were all very good, and Hal America's **Lolo III, Daydreamin' Davey** and **Kabuki Quantum Fighter** were all pretty neat.

Zombie Nation from Meldac was quite a hoot, while new Nintendo developers Sony were showing off two film licences, **Hook!** and **Hudson Hawk**. Yeah, I know I said Ocean were doing those two, but for some reason, Sony are as well.

Microprose's **F-15 Strike Eagle** is the best Nintendo flight sim yet, Atlus' **Rockin' Cats** is certainly unusual and **Dragon Warrior III** from Enix is a great RPG (they also did Actraiser on the Super Famicom, in case you were wondering)

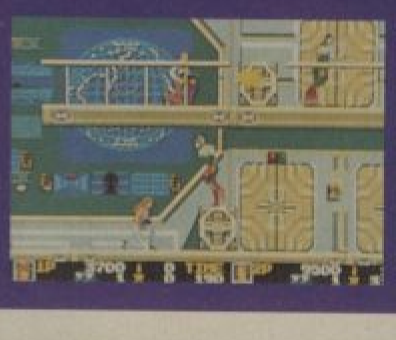
MEGADRIVE MANIA II

Our very own Mirrorsoft had **Speedball II** and **Battle Master** on display, and Nuvision across the way were displaying **Swamp Thing, Guardian Angels Safety Patrol** and **Bean Ball Benny**.

Arcade fans will enjoy **Street Smart**, Treco's superb conversion of the coin-op, and their version of **Harrier Ex** is also worth a look.

More arcade stuff was seen on Namco's stand. **Quad Challenge** is a two-player split screen version of the 4-Trax coin-op, and **Rolling Thunder II** is a brilliant rendition of the arcade machine that's yet to be released in Britain. Namco also showed off **Powerball**, a game very similar in concept to **Speedball II**, but nowhere near as good.







NEWS

SPECIAL REPORT

The Nintendo stand held a veritable meatloaf mountain of new and fairly new titles, all on display in the myriad of mini boothlets sponsored by third party manufacturers. I've decided to list them all (just to show you what's happening in the states), but before you ask, none have a release date in Britain as yet.

IT STARTED AT SAMMY'S

The first stand I walked into was manned by a company called American Sammy. Their three titles were **Might and Magic: Secret of the Inner Sanctum, Rocky** (based on the films) and **Vice: Project Doom**.

Sunsoft had **Super Spy Hunter** and **Ufouria**, while UK people Virgin Games were showing off **McKids** (somehow tied in with Ronald McDonald and co), **Golf Power, Robin Hood: Prince of Thieves and Overlord** (better known in this country as Supremacy - and it's a fab game to boot).

Arcade experts Taito were well flush with product, and **Kickmaster, Toki, The Flintstones, Rainbow Islands, Power Blade** (the best Nintendo beat 'em up yet), **Kiwi Kraze** (the New Zealand Story sequel) and **Qix** completed an impressive line-up.

Jaleco were similarly loaded, and **War on Wheels, The Last Ninja** (same as the massively successful UK computer game), **Metal Mech, In Your Face, Maniac Mansion** (brill), **Pinball Quest, Astynax** (it's actually getting on a bit), **Bases Loaded II, Goal, Totally Rad** and **Whomp 'Em** were all on display.

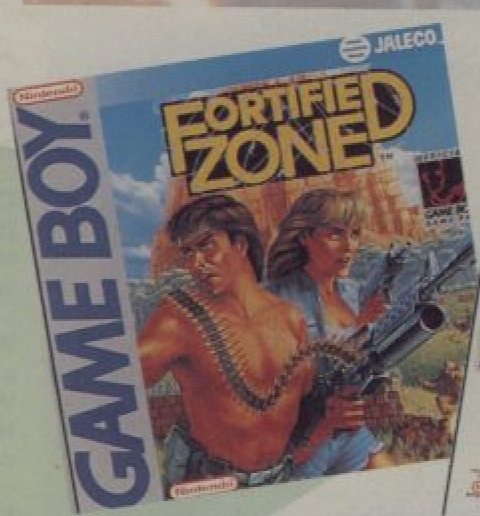
STUNNING LINE-UP FROM ACCLAIM AND LJN

All-round high quality was the order of the day at the Acclaim/LJN stand. Their conversions of **Trog** and **Arch Rivals** are both great fun to play, and the imaginatively-named **Wizards and Warriors III** looks by far the best game in the series.

Thrilla's **Surfari** is a neato sports game with surfin' overtones and **Wolverine** is a fairly good game-of-the-comic. **Terminator II** has potential, the latest wrestling game, **Wrestlemania Challenge**, is one to watch out for, and **MVP Baseball** looks good (if you like that sort of thing).

Three film tie-ins were also on display - **Beetlejuice, Punisher** and **Bill and Ted's Excellent Video Game Adventure** - but my most favourite games on the stand were the conversions of the two brilliant Williams coin-ops, **Smash TV** and **NARC** - both musts for fans of gruesome shoot 'em ups.











▲ ***Jaleco giants - Totally Rad, Metal Mech, Fortified Zone and Whomp Em.***



EYE EYE IREM

Irem were showing off three titles. **Hammering Harry** is a neato conversion of their popular arcade game, **Metal Storm** is a blaster based around massive Japanese fighting robots popular in the land of the rising sun and **Kung-Fu II** is the follow-up to Kung-Fu, a version of the ageing arcade game, Kung-Fu Master.

At the Ultra Games stand, **Star Trek** (excellent, Captain), **Cyber Stadium Series Baseball** (similar concept to Cyberball, but with bats), **Pirates** and the **Ninja Turtles Arcade Game** conversion were all viewable.

And over at Hi Tech Expressions more licensed stuff was in evidence - **Tom and Jerry** (a nice little game), **Barbie** and **The Hunt for Red October**.

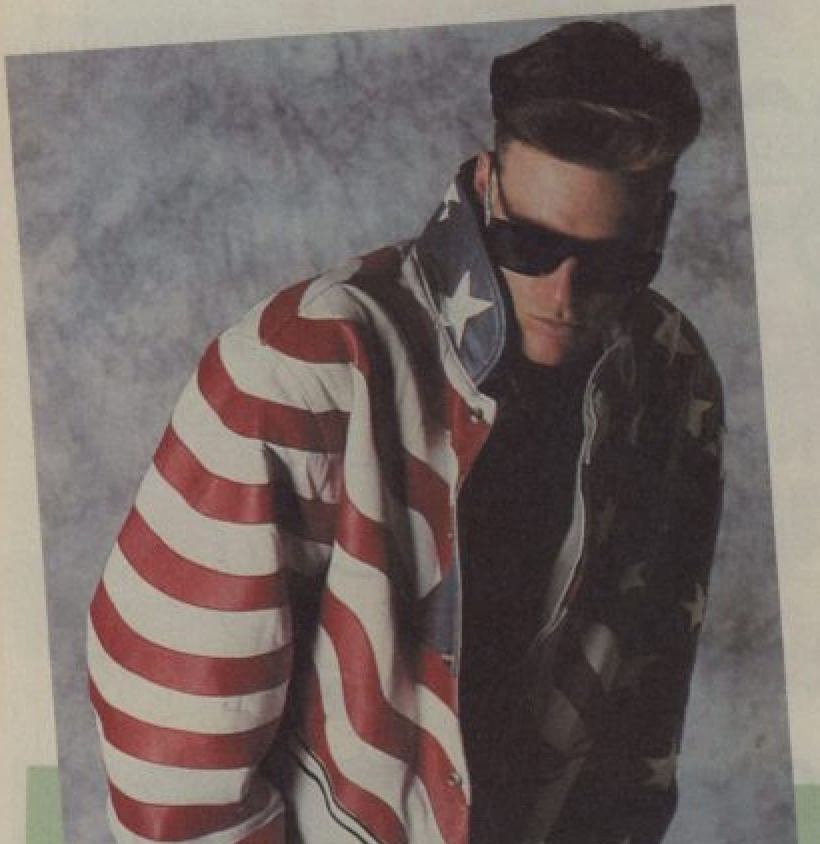

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NEWS
SPECIAL REPORT

Big news at the show was the American launch of the Super Famicom, or the Super Nes (SNES) as it'll be called. It's got a new shape - a squarer body and vile purple reset and eject buttons - and slightly updated internals (according to SNES programmers) Along with titles that have already been seen in Japan and on import in the UK such as **Mario 4, Pilotwings, F-Zero and Actraiser**, there were a whole new bunch on display - check out the list!

BIGGER AND BETTER

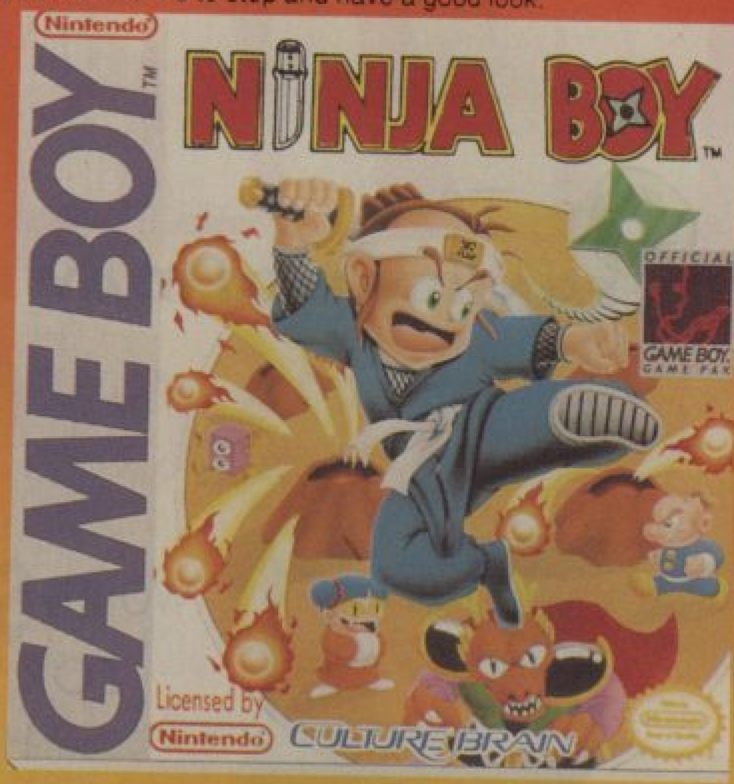
LJN had a trio of tremendous titles. An early demo of **Smash TV** was shown, and that looks identical to the coin-op, with much explosions and gratuitous violence. (yum, yum!). **WWF Wrestlemania Challenge** is a cracker, with superlative graphics, great sound and wild 'n' wacky gameplay. This is by far the best wrestling game yet seen, and stars all the most popular WWF characters, like Hulk Hogan and the Ultimate Warrior. Finally, there was a rolling demo of **The Simpsons**, showing excellent cartoon style sequences that are apparently going to appear in the game. Watch out for it!



GAMEBOY A-GO-GO

The amount of Gameboy product announced and on display at the show was awesome. Over at Ultra, **Blades of Steel** (Ice Hockey), **Star Trek, World Circuit Series** and **Operation C** were out and about, while Atlus had two potato-inspired games, **Spud's Adventure and A-Mazing Tater.**

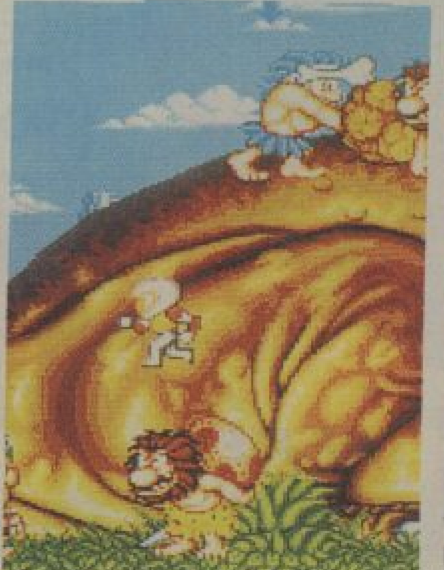
Ninja Boy from Culture Brain is nice, but **Choplifter II** from JVC caused me to stop and have a good look.



PALM-SIZED CLASSIC COIN-OPS

Coin-op fans will be pleased to hear that amongst many conversions appearing on the Gameboy, **Paperboy II, Gauntlet II** and **Marble Madness** will soon be available on the Mindscape label.

Ballistic have also taken a coin-op bent, but are choosing to go down the classic route, with **Asteroids** (1978 rock-blastin' fun) and **Missile Command** (1979 missile-blastin' frolics). Both should be well worth looking out for.



BUILT TO WIN

A very early demo running on Seta's stand was F1 **BTW (Built To Win)**, a racing game which was very similar in style to F-Zero, but featuring racing cars instead of hovercraft. It certainly looks promising.

A big surprise was Data East's **Caveman Ninja**, a flawless copy of their latest arcade machine, which features hilarious cartoon-style graphics (you should see the expression on the caveman's face when he sees the giant dinosaur at the end of level one - his eye pop right out). They also announced **Sanction Earth**, but didn't get to see it.

AND THERE'S MORE

Super Play Action Football was Nintendo's SNES game announcement of the show, while Ultra Games showed **Legend of Mystical Ninja** and the rather excellent **Castlevania IV**.

On the Hudson stand, **Bill Laimbeer's Combat Basketball** looked like it needed quite a bit of work on it, and the Wonderboy-inspired **Super Adventure Island** seemed like fairly bland stuff.

Baseball was in evidence with Jaleco, as they showed **Super Bases Loaded**, while THQ simply had press releases announcing that there were working on **Home Alone, Swamp Thing, Pit-Fighter** (that should be great), **Vanilla Ice** (aaaagh), **Family Dog** (wot?) and **Race Drivin'** (now *that* will be interesting!

TURBOGRAFX 16 TO YOU

NEC were busily pushing the Turbografx 16 (PC Engine to people like you and I) and its CD-ROM Player. They announced that there's a new System Card for the ROM, boasting 2 megabytes of memory and claimed that you can do even more amazing things with the CD drive - and from the demos I saw I can only agree.





CD-ROM SPECTACULAR

There were plenty of CD-ROM units whirring away, and on display were **It Came From the Desert** (live-action actors are mixed with computer graphics to give a very unusual and highly original game that plays like a crap episode of Dr Who!), **Wanderers of Y'S** (a hu-u-uge RPG), **Final Zone II**, **Last Alert**, **Magical Dinosaur Tour** (a brill Dinosaur CD Book with animation, information and sound), **Sherlock Holmes** (more live action), **Valis II** and **Jack Nicklaus Turbo Golf**.



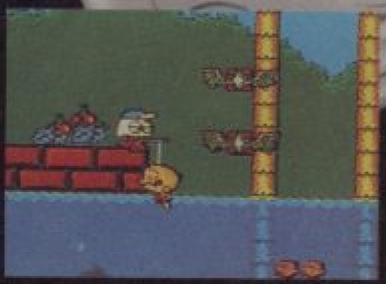


BONK 'EM FAST

"Bonk 'em hard! Bonk 'em fast! Bonk 'em any way you can!", screamed a huge monitor advertising the excellent **Bonk II** (PC Kid II as it's called in Japan). Obviously the word doesn't have the same slang meaning in the US as it does over here...

Other stuff on display on the NEC stand was **TV Sports Basketball**, **Battle Royale**, **Aero Blaster** (slower and jerkier, but tougher than the Megadrive version), **Tailspin**, **Lords of the Rising Sun** (same as the Amiga version), **Camp California**, **Impossamole** (superb!), **Yo Bro**, **Silent D Buggers**, **Drop Off**, **Sinistron**, **Tricky Kick** and **Sonic Spike**.





LYNX LINE-UP

Atari didn't have a stand at the show, and instead chose to have a private suite. Big news from them is that they've just shelved the Panther. Apparently the machine was going to use technology based around the Lynx chips, but unfortunately Atari decided to pull the plug just before it went into mass production.

What they did have on display, though, was a load of Lynx stuff - and they also announced a whole load of new stuff too. If you're interested, here's the list: **NFL Football, Grid Runner, Rolling Thunder, Bill and Ted's Excellent Adventure, Toki, Golf Challenger, Baseball, Hard Drivin', STUN Runner, Basketbrawl, Hockey, Checkered Flag, Ishido, Cabal, Dirty Larry, Blockout, World Class Soccer, Turbo Sub, Scrapyard Dog, Tournament Cyberball, Lynx Casino, Xybots** and **Viking Child**.

ODDS 'N' ZODS

Legend of Zod was Vic Tokai's contribution to the Gameboy line-up, while Konami were happy to put **Castlevania II: Belmont's Revenge**, **Double Dribble: 5 on 5** and **Bill Elliott's NASCAR Fast Tracks** up for public viewing.

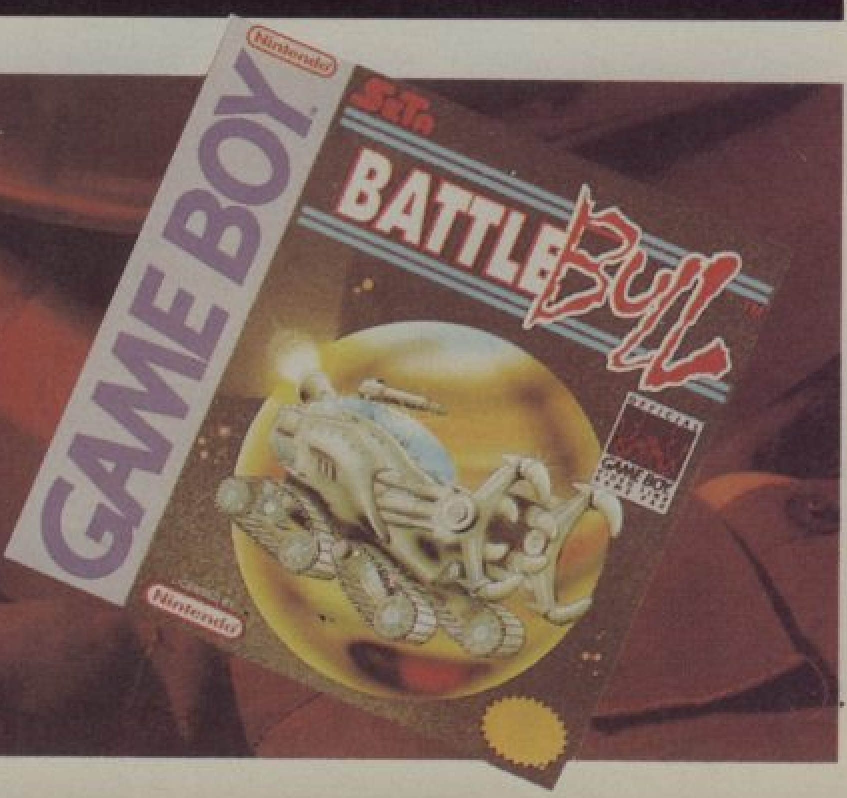
Mercenary Force, **WordHai** and **Castle Road - Battle of Kingdom** were Meldac's fairly unmemorable titles, **Battle Bull** (Seta) and **Catrap** (Asmik) were similar in quality to Meldrac's offerings, but Tecmo's **Super Bowl** and **Ninja Gaiden** were far more fun.

Capcom's **Megaman** and **Who Framed Roger Rabbit** were also great, as was **Atomic Punk** (known in this country as Bomber Man). **Triumph** and **Adventure Island** from Hudson.

Arcade veterans will well remember Taito's **Elevator Action**, a conversion of the old coin-op, but their new title **Knight Quest** is a completely original game.

Virgin Games hit the hand-held scene with **Prince of Persia**, a fabulous version of the very popular computer arcade adventure, **Spot** (based on the 7-Up character) and **Caesar's Palace**, a gamblin' simulator.

Acclaim had a couple of good-lookin' titles too - **Simpsons in Escape From Camp Deadly** and **The Punisher** (a jolly Operation Wolf style game).



NEWS

OCEANS OF HELPFUL HINTS

Just a quickie - Ocean have launched a helpline for those of you stuck on any of their tricky games! Call the Ocean Helpline on 0626 332533 for a lowdown on the company's releases from Batman onwards. Good, eh?

MEGADRIVE MEGA MACHINE!

After months of speculation, the Megadrive CD-ROM has finally arrived - and doesn't it look grand? Reports from Japan say the machine allows vast memory storage and improved graphics. There's a new chip inside the machine which allows more sprites and colours. It also allows the rotation of sprites - and even the Super Famicom can't manage that!

Sega Japan have set the release date from this mega machine at October, with a totally scrummy price of 200 or less. How much it will cost when it eventually makes its way over here remains to be seen - but we've got high hopes for this little beauty and it's not like Sega to disappoint.





KICK OFF SOCCER SHOCKER!

It could be a dream come true - the best footy game ever in the palm of your hand! The hot news is that those sporting folks at US Gold are planning to release Super Kick Off on the Game Gear in early 1992.

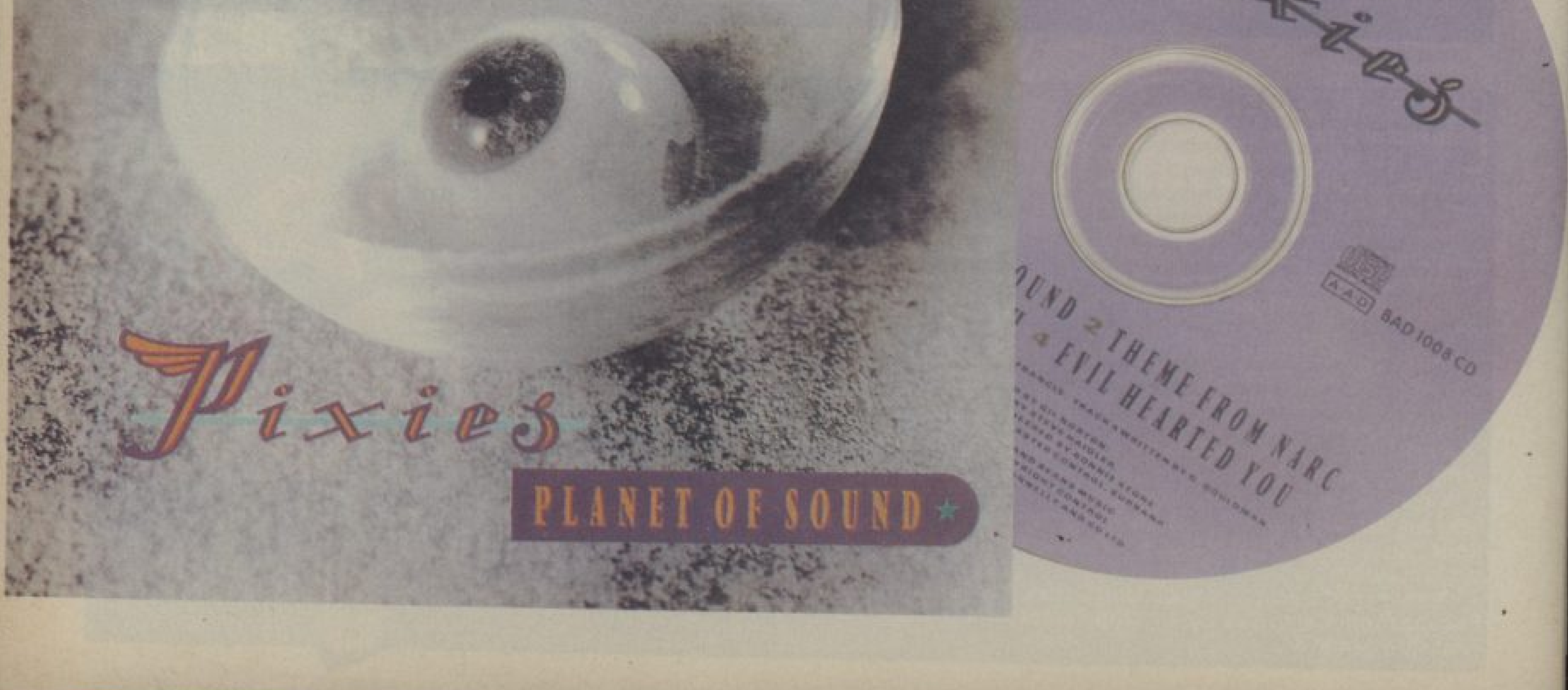
If portable Kick Off is anything like as fab as its computer daddy, this could well be THE hot cart of next year. Details are scarce right now, but we hear that veteran programmers Tiertex will be handling the conversion.

Super Kick Off comes amongst a trio of Game Gear releases planned by US Gold, all converted by Tiertex. The trio kicks off (sorry!) with World Class Leaderboard, due for release about now. Indiana Jones and the Last Crusade will be following hot on its heels in time for Christmas.

On the Megadrive, World Class Leaderboard and the Godfather are set for 1992 release, with Indy doing his thing during the second quarter of the year, also taking the plunge on the Master System with Indiana Jones and the Fate of Atlantis.

NARC SPARKLES AGAIN

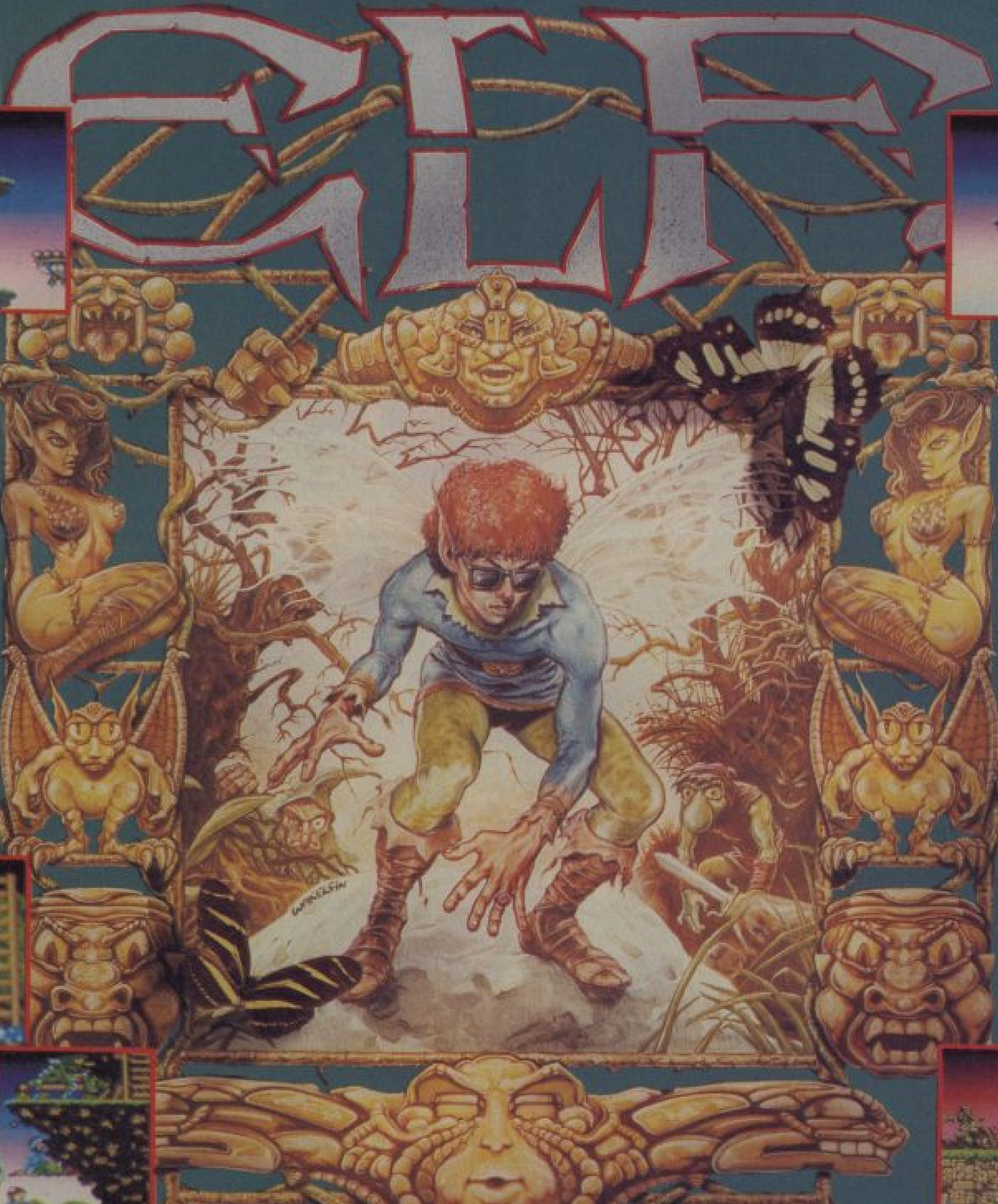
Everyone's catching onto computer games these days - even the music biz! The current EP from the Pixies features Theme From Narc as one of its tracks - the theme tune from the Williams shoot 'em up! Whatever next - Jason Donovan sings theme from Sonic? A number one shot, we reckon!

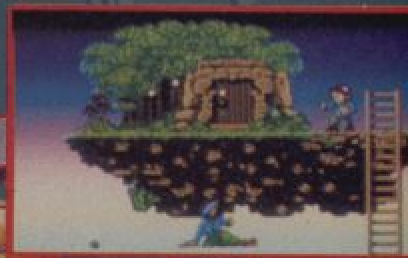


"A BEAUTIFUL PUZZLE GAME WITH ASTONISHING HIDDEN DEPTHS"
"A good arcade adventure is a joy to play...and there's no shortage of gameplay here. If exploring and shooting's your thing, then there's enough here to keep you happy 'til the cows come home"
THE ONE













The strangest things happen in fairy tales - but nothing so strange as the experiences you will encounter on your travels as Cornelius the Elf. Your magic ring can cast many spells, increasing in power as you tread deeper into the mystical lands of gooks and goblins. Even the castle guards, low-life beings with the IQ of a cold-steel rivet, are on a get-smart campaign. They may seem a little backward to start with, but these rivet-headed, bover-bullies will soon become cantakerous, tricky-dickies if you let them. Many wierd, villainous creatures and devious puzzles test your game-play technique and your gnostic powers. You can even control some of the background game features, allowing you to get to where you *think* you should be. Numerous secret areas lie deep within the forest where vital clues can help you with your quest, but beware...

YOUR OWN GHOST MAY MATERIALISE TO HAUNT YOU!

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MEGADRIVE £39.99

BY SEGA



What's small, blue, spiky, and very, very fast? Sonic the Hedgehog, that's who! Sega's awesome answer to Nintendo's marvellous Mario has arrived - and he's here to stay!

Sonic's a hedgehog with a mission; to free his furry friends from the diabolical clutches of the evil Dr Eggman (a villain so nasty, he makes Al Capone look like Bonnie Langford!). Y'see, Eggman's captured all of Sonic's friends, brainwashed them and encased them in biomechanoid armour - programmed to terrorise the world!

To free his friends, Sonic has to race through six zones, each consisting of three horizontally scrolling areas. These zones are packed with hazards and puzzles, not to mention Eggman's forces, out in force to turn Sonic into hedgehog pie! However, Sonic can fight back by curling into a ball and leaping into any enemy, skewering them on his spines.

By collecting the magic rings which lie scattered around, Sonic is further protected - contact with an enemy is neutralised by the rings, but all the rings in Sonic's possession are dropped. Any rings remaining at the end of the level are exchanged for bonus points - if Sonic has more than 50, he'll be transported to the bizarre bonus level!

At the end of each zone, our sky-blue spiky-top is confronted by the doctor himself, armed with various weapons (including a massive ball and chain, a fire-spitting cannon and a large spike), intent on turning Sonic into hedgehog pie.

Sonic puts his back into it!





◄ The spiky one does his balancing



► Watch out for the spikes, Sonic!





Sega said this was going to be good - but nobody prepared us for this! Sonic knocked me sideways when he burst forth from the monitor and hasn't let go since, hogging the Megadrive full-time. Sonic may be as cute as hell and play like a dream, but rest assured this game's as tough as your grandad's old boots. Sega have put a huge amount of thought into this, and it shows. The graphics are something very special - the best you'll see on the Megadrive. Sonic really looks the part as he charges around the screen, rolling into a ball and putting paid to all manner of bad guys as that superb Sonic theme tune blasts forth from the telly. Here's a game which absolutely oozes quality and one you'll return to time and time again. Sonic has thrown down the gauntlet to Mario in a big way and everyone's favourite Italian plumber must be feeling just a little washed out. I won't say he's necessarily better, but Sonic certainly gives the immortal Nintendo hero a run for his money. To sum up in three words - Brilliant! Brilliant! Brilliant!

TIM BOONE



MONITOR MAYHEM 'N' MALARKEY

Hidden at various points around each area lie computer monitors, which bestow Sonic with a special bonus once busted open:

RING: Gives Sonic an extra 10 rings.

SPARKLE: Encases Sonic in a glittering magic shield, which allows him to race through nasties without getting a scratch! Careful, though, as this is only temporary!

SHIELD: Similar to before, but this surrounds Sonic with a large protective sphere, which vanishes upon contact with anything lethal!

MAGIC SHOES: Makes Sonic even faster than ever (however difficult that may be!). Only temporary, but helps our spiky star reach parts of the level that other hedgehogs cannot reach...

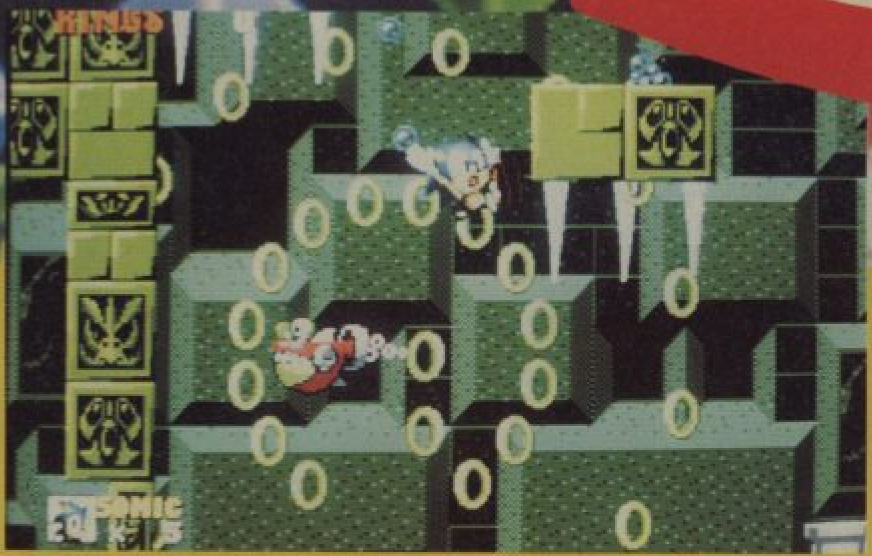
SONIC: Gives Sonic an extra life!















SONIC v MARIO - WHO'S GOT THE EDGE?

Sega are pushing Sonic the Hedgehog as their answer to Nintendo's Mario. The sheer popularity of the rotund Italian plumber from Brooklyn gives Sonic a hell of a lot of work to do.

Comparing Sonic to Super Mario Bros 4 on the Super Famicom, it's obvious both have exquisite graphics and sound, although Sonic is a lot faster, brighter and more colourful. As far as depth of play is concerned, Mario 4 is a clear-cut winner - but Sonic is just so cute that at the moment you just have to call it a draw.

With these two superstars now in a head-to-head battle for supremacy, it's going to be fascinating to watch them try to top each other in all the exploits to come! As usual, watch this space...

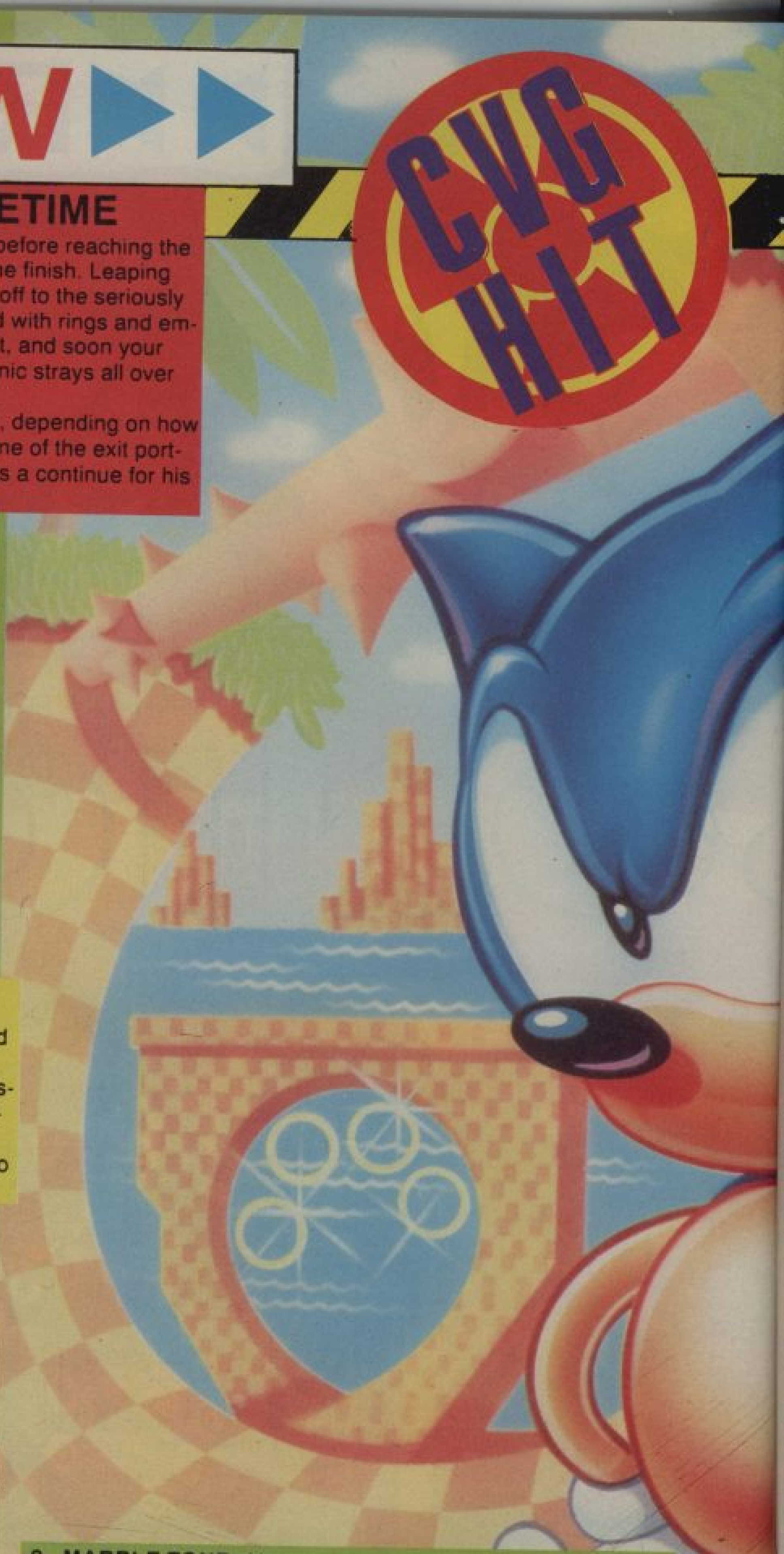
GIVE ME A RING SOMETIME

If Sonic has collected more than fifty rings before reaching the end of an area, a giant ring will appear at the finish. Leaping through this will whisk our spiky superhero off to the seriously strange bonus round - a rotating maze filled with rings and emeralds! Mastering this maze is no mean feat, and soon your eyes will be spinning with the screen as Sonic strays all over the place!

Points are awarded at the end of this round, depending on how many are collected before Sonic falls into one of the exit portals. If enough rings are collected, Sonic gets a continue for his trouble!

Grabbing the bonuses at the end of the level! ▼





LOVELY LEVEL LUNACY!

Sonic's world is split into six levels, each more treacherous and devious than the last:

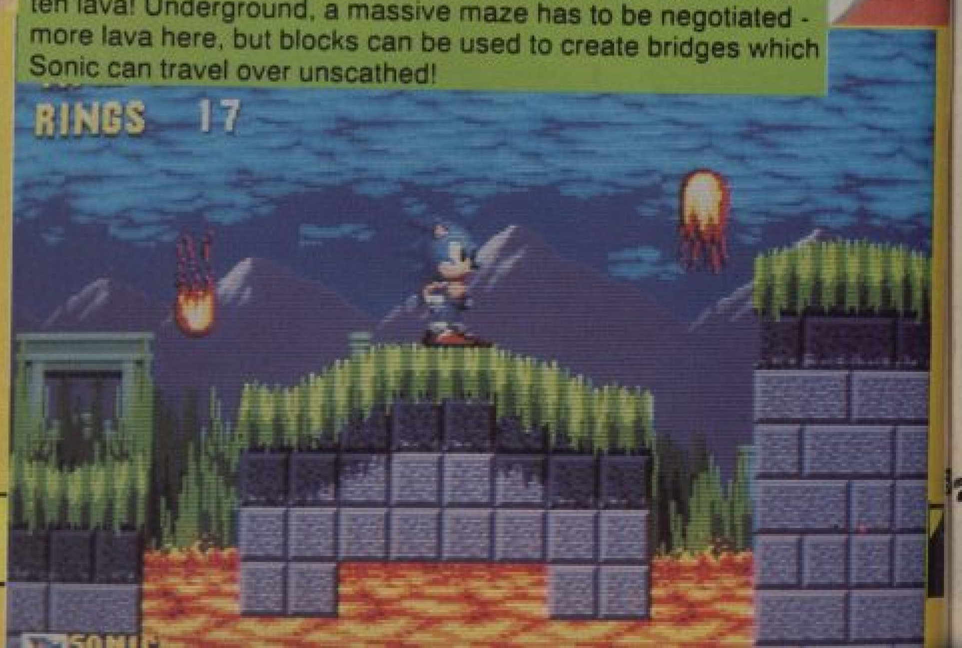
1 - GREEN HILL ZONE: This may seem like a green and pleasant land, but don't be fooled - hordes of crabs and flying adversaries are out in force to finish Sonic before he can start, as well as crumbling platforms which threaten to drop our hero into deep trouble!



He's finally here! Sonic has at last made it onto the Megadrive - and how! The quality of this cartridge is assured the moment you flick the on switch and are greeted to a quartet of dulcet tones singing out the Sega name! So is this little blue milk guzzler the Mario beater that everyone suspects? Graphically there's no doubt - Sonic the Hedgehog is awash with lively, but never garish, colour, which compliments the detailed sprites and backdrops perfectly. The animation throughout the game is top-notch, with Sonic's legs going hell for leather the longer you keep him running, and rolling up into a tight ball as only a hedgehog could to biff those baddies into oblivion. Sound plays an important factor, with stacks of catchy tunes and jingles and some absolutely brilliant spot effects Sonic The Hedgehog is going to be an impossible game to beat, but you're sure going to have fun whilst you attempt it. Better than Mario? I honestly wouldn't like to say. What I will say, however, is that Sonic The Hedgehog is streets ahead of every game of this genre currently available, and I for one am looking forward to the further adventures of this garden-trashing little tinker!

PAUL RAND

2 - MARBLE ZONE: Above ground, the area is strewn with marble pillars and ruins. Great caution needs to be taken, as the floor as a nasty tendency to disintegrate into a lake of molten lava! Underground, a massive maze has to be negotiated - more lava here, but blocks can be used to create bridges which Sonic can travel over unscathed!

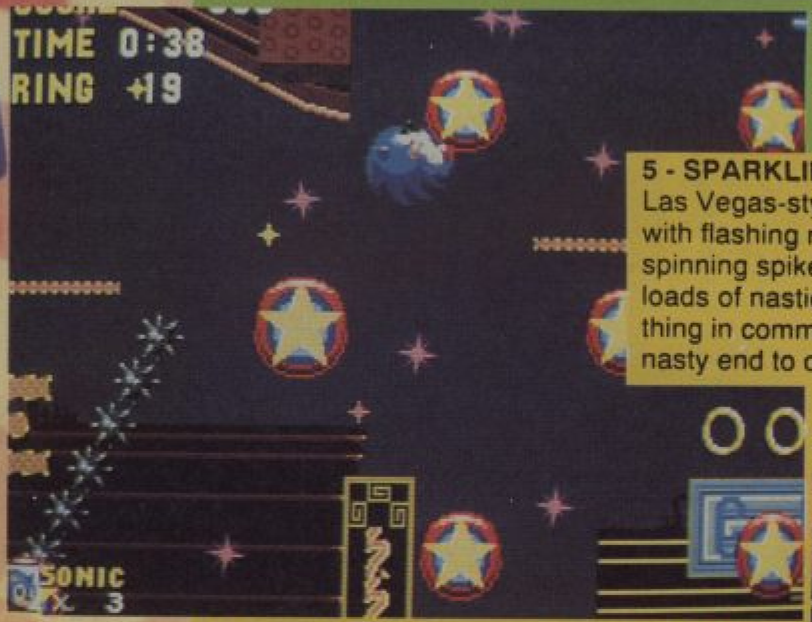




4 - **LABYRINTH ZONE**: A lethal mixture of over and under-water mazes through which Sonic has to avoid mechanical fish and drill-nosed monkeys! The problem is, Sonic's only got small lungs, so can't hold his breath for long - air bubbles which seep up through the floor are his only hope!



▲ *Could Sonic meet with a watery doom?*



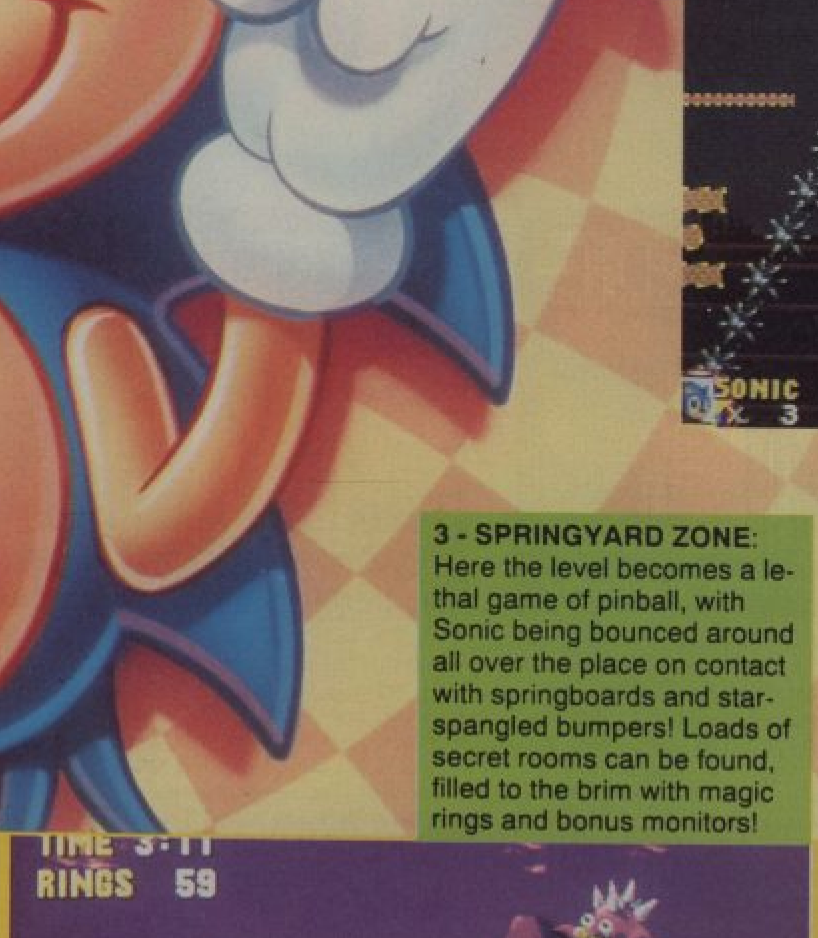
5 - **SPARKLING ZONE**: A Las Vegas-style level, filled with flashing neon lights, spinning spikes and sack-loads of nasties all with one thing in common - putting a nasty end to our sonic.

▼



6 - **CLOCKWORK ZONE**: With lots of long drops, tunnels, traps, and finally the not-so-good doctor himself, this is the level to beat the lot! Crack this and you're well on the way to super-star Sonic status.

3 - **SPRINGYARD ZONE**: Here the level becomes a lethal game of pinball, with Sonic being bounced around all over the place on contact with springboards and star-spangled bumpers! Loads of secret rooms can be found, filled to the brim with magic rings and bonus monitors!



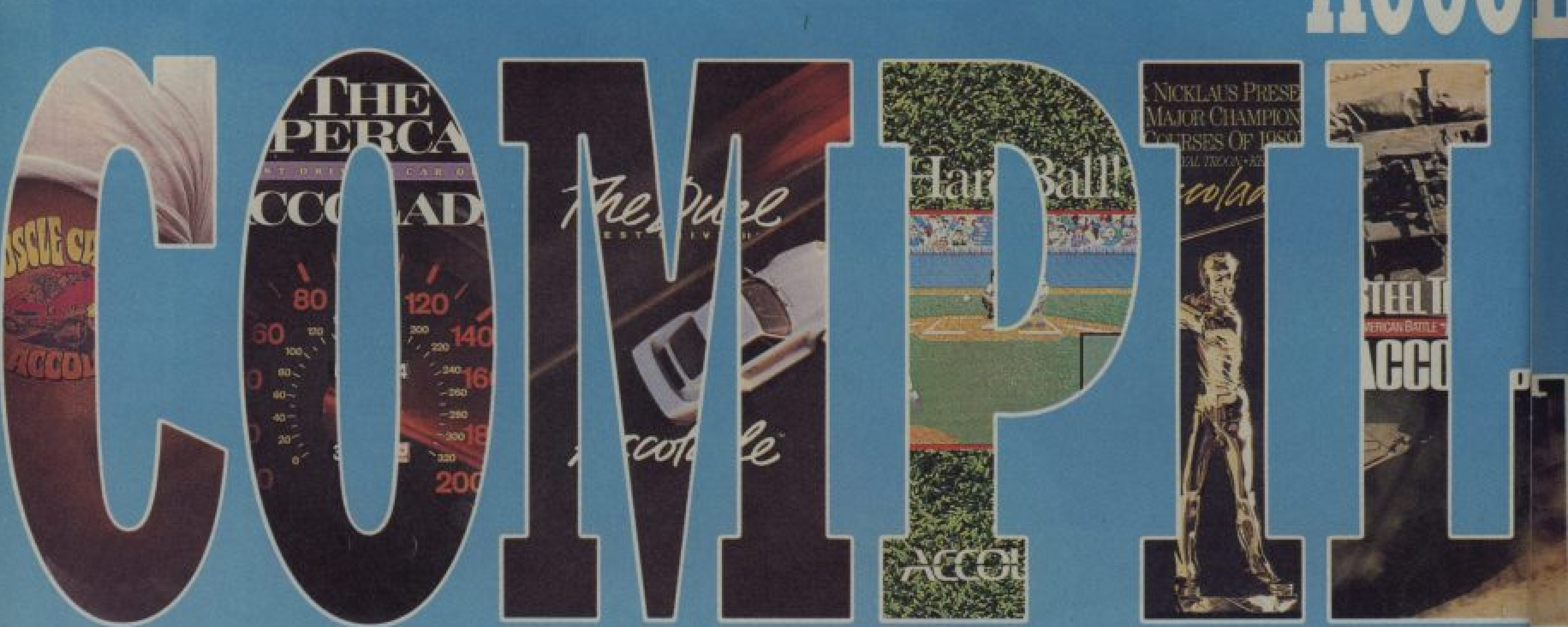
A defeated Doctor Eggman zips off ▼ *to Marble Zone!*



MEGADRIVE

GRAPHICS	96
SOUNDS	93
PLAYABILITY	94
LASTABILITY	91
OVERALL	94

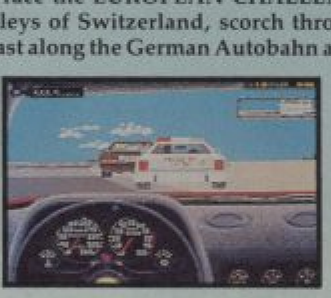
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MORE CHOICE MORE

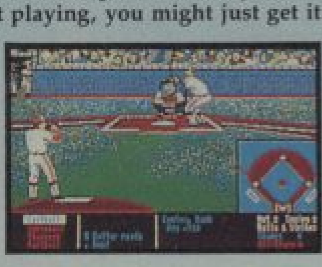


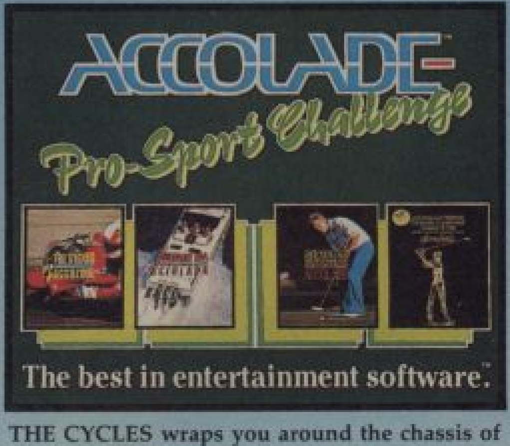
The most comprehensive racing simulation ever. Commence with the ultimate head to head duel – the Ferrari F40 against the Porsche 959. Then race the Supercars, including the Ferrari Testarossa and Lotus Turbo Esprit. Want to improve your street cred? Then race the MUSCLE CARS including the 63 Corvette Sting Ray® and 67 Pontiac GTO®. Try the CALIFORNIAN CHALLENGE, a bruising 7 leg road race with no time to admire the beaches or girls. Or stay closer to home and race the EUROPEAN CHALLENGE – wind through the valleys of Switzerland, scorch through the French Riviera and blast along the German Autobahn at full throttle.



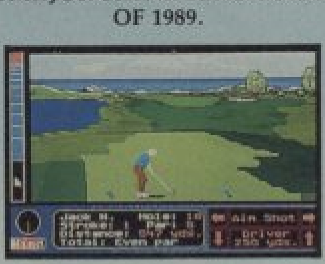


Are you in shape to tackle this gruelling sports compilation? Enter the fast lane in the original TEST DRIVE simulation as you drive 5 dream machines at speeds close to 200mph. Sharpen your golf skills with the lifelike animation and numerous strategy options of MEAN 18. Test your swing at Turnberry, St. Andrews, Pebble Beach and other great courses in FAMOUS COURSES VOLUMES I & II. HARD BALL! is so real and action packed that if you wear the kit whilst playing, you might just get it dirty!





THE CYCLES wraps you around the chassis of the fastest bikes ever built as you compete in the International Grand Prix of motorcycle racing. Grip 'til your knuckles turn white to hold onto a 3200hp powerboat as you race the 3D courses of POWERBOAT U.S.A. A smooth swing and nerves of steel are required before you tackle Jack Nicklaus round THE GREATEST 18 HOLES OF MAJOR CHAMPIONSHIP GOLF and THE MAJOR CHAMPIONSHIP COURSES OF 1989.



PC – £34.99, AMIGA – £29.99 & C64 DISK £24.99

LATEST RELEASE: AVAILABLE JULY 10th

All Compilations Available On:
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Screen shots from various formats

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REVIEW

PC **£29.99**

BY ELECTRONIC ARTS

MARIO ANDRETTI'S RACING CHALLENGE

Mario Andretti - what a man! He's established himself as a champion in all forms of automobile racing since the '60s. Now this game lets you replay his driving career with yourself in the driving seat.

Like all young hopefuls you have to start your career by finding a cash backer. Your first sponsor donates $20,000 to finance your first car, but all you can afford with that is a tiny Sprint car to race on the oval dirt circuits of North America.

In each race, you get a driver's-eye view through the windscreen of your race car, which is controlled either via keyboard or joystick. Either way, you only have to wrestle with accelerator, brake and steering controls, plus the optional cruise control.

There are big money prizes awaiting top drivers, and if you win enough races in the season, your sponsor will up his stake, allowing you to afford a different class of car and move your career one rung up the ladder. The best drivers end up racing 600 horsepower Indy cars in races which are the high point of the American season. Think you can make the grade?

The sprint car goes for the ton. ▼



CVG HIT



Electronic Arts have produced some stunning 3D games in the past, not least of them being Indianapolis 500, and while that was a great game it suffered a little from the fact that there was only one track, and consequently not that much to do. Mario Andretti's is the next logical step on from Indy, and it has as much hard racing action but it also has the depth of gameplay that Indy lacked. All the different tracks and the inclusion of the different racing classes make playing really compulsive, because you've just got to get to the next stage of competition. The different cars handle just as you would expect and that and the skill of the other drivers makes this feel more realistic than any other race game I've played on a PC, or indeed any computer. Great graphics, excellent sound and brilliant gameplay at a good price make this an unmissable buy for power PC owners. Try it and see!

PAUL GLANCEY

ANOTHER DISTINCTIVE RACING GAME

The programmers of this epic race game are Distinctive Software Inc, based in the USA. Name sound familiar? It's not surprising if it does, as DSI have produced a couple of other racing games on the PC, namely the excellent 4D Sports Driving, published by Mindscape, and the not-quite-so-excellent-but-still-pretty-good Test Drive 3, which was released by Accolade. Both these games used similar 3D vector graphics routines to Mario Andretti's Racing Challenge, and if you like the look of what you've seen here you might take them for a spin.



O
TI'S
G
IGE





◀ Take a fly-by view of the track





◀ The infield camera catches a sprint car collision.



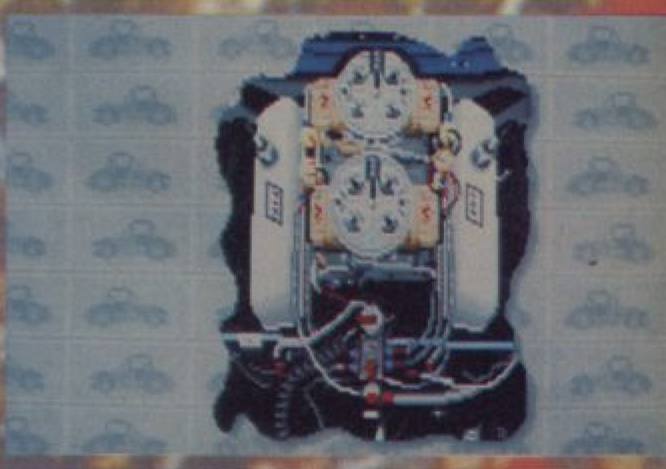


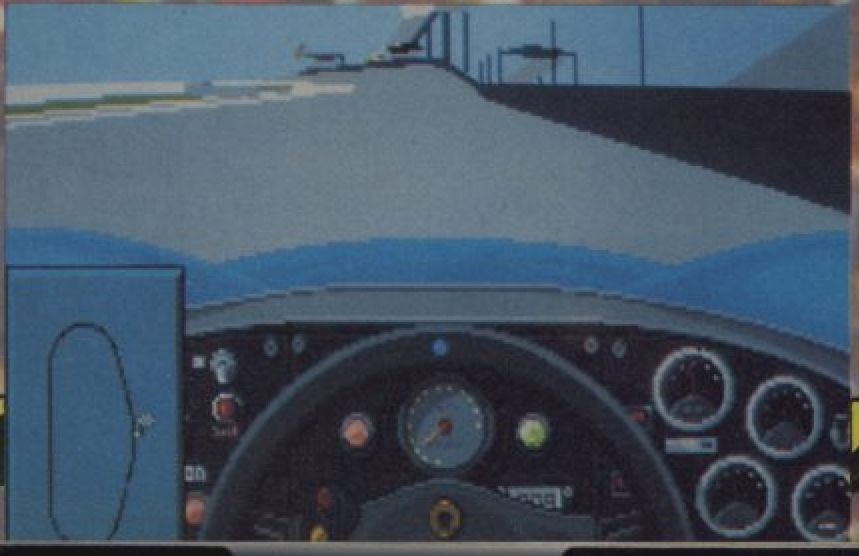
◀ The same crash from another camera angle.

LET'S JUST SEE THAT AGAIN

Like a lot of recent driving games, Mario Andretti's lets you watch a replay of the last 20 seconds or so of action from a variety of angles. In Electronic's Arts other 3D race game, Indianapolis 500, this provided some merry sport amongst the CVG sickos who would speed around the track in the wrong direction in the hope of creating some spectacular re-playable crashes. The replay feature in Mario's isn't quite so sophisticated but it has much the same fun value, even if the game won't let you drive down the track the wrong way.







UPDATE

No other versions planned at the moment, but that's what they said about Indy. Electronic Arts say they might well produce an Amiga conversion of Mario Andretti's Racing Challenge if the PC version goes down well.

REVIEW

MARIO ANDRETTI'S RACING CHALLENGE



SPRINT CARS: This is what you start with - a tiny buggy with a 400 hp engine which can reach speeds of over 100 mph on the dirt circuits. All that power can mean you end up cornering on two wheels, so be careful!

The sprint car goes in for a refit. ▶

MODIFIEDS: Bigger, more stable and slightly faster than the Sprints, but naturally acceleration and responsiveness aren't as good. Built for rough racing, so don't be scared of shoving other cars aside on the corners.

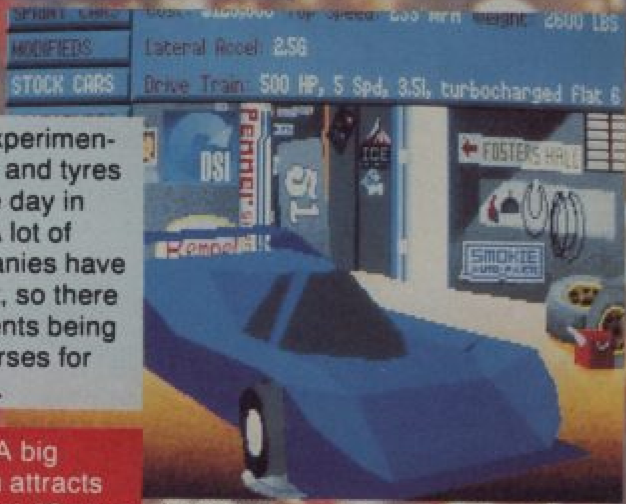


The modified in all its garish, yellow glory. ▶



STOCK CARS: Though these cars are the heaviest racers, their mighty V8 engines produce enough horsepower to drive them around their concrete, oval courses at up to 200 mph. Of course, polite driving is contrary to the spirit of this sport.

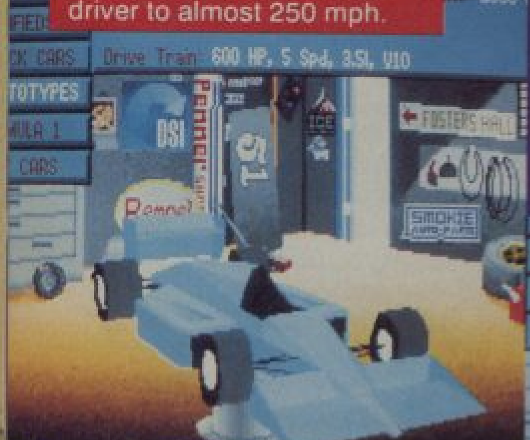
▲ *The stock car needs that reinforced windhield.*



PROTOTYPES: Experimental engines, bodies and tyres are the order of the day in Prototype racing. A lot of major motor companies have a hand in this sport, so there are major investments being made and large purses for the winning drivers.

▲ *The Prototype, which doubles as a handy personal snowplough!*

FORMULA ONE: A big money sport which attracts the best drivers from 30 countries to the international races. The cars are light and aerodynamically designed to be supreme driving machines, which will take the driver to almost 250 mph.



INDY CARS: These are even faster than Formula One cars, though not much. They burn up the tarmac on nine different tracks worldwide in some of the most demanding motor races on the planet! This is the real test of a driver's skill!





Yours truly fancies himself as a bit of a driver - so how come I'm so crap? Simple - Mario Andretti's Racing Challenge is one tough mutha of a 3D racer, and probably the most fun you'll have without a helmet on! Racing with everything from buggies to super swift racers, you'll soon find the opponents are tough little trackers whose idea of a good time is to hear you curse them from way, way behind. Graphically excellent, the programmers have done their darndest to get as much detail as they can into the game. The playback mode is particularly brill - watching one of your numerous cock-ups in tracking mode you can almost hear Murray Walker screaming in the background! Thankfully, Andretti's the main man here, popping up from time to time to report on your progress - or distinct lack of it! What with Chuck Yeager's Air Combat last month and Mario this, EA are coming up with some incredible 3D product lately - and this is another Must Have from the maestros. Hurrah!

TIM BOONE

PC

GRAPHICS	92
SOUNDS	89
PLAYABILITY	93
LASTABILITY	95
OVERALL	94


R·TYPE
II
THE FIRST WAVE WAS EASY.
THE SECOND WILL DROWN YOU.
Emergency News Bulletin 07.63.... Attention all Starfighter pilots....The evil Bydo Empire is out for revenge.... Stronger, faster and more dangerous than before....the attack waves have started....a remodeled "R-9" Starfighter is armed and ready for you....proceed to the battlefront immediately....the nightmare has returned....
Available in September on ST & Amiga formats.
ACTIVISION

ALIEN STOR

What's big, very bad and goes bump in the night? The amazing CVG Alien Storm competition, that's what! Here's a compo so big you'll go goosepimply just thinking about it and a prize so brill it'll send shivers right down your spine...



Call us monster raving loony, but we've got an incredible Sony portable TV and video player to give away! Amazing or what? It's all thanks to US Gold, celebrating their conversions of the monster arcade hit!

Just imagine: watch all your favourite monster movies in the palm of your hand and scare your friends silly as those 'orrible aliens jump out of the screen!

This incredible little piece of techno-gadgetry would normally set you back a cool £800 (just count those quids) but we're giving one away free, gratis and for absolutely nothing! Amazing, eh?

We've previewed Alien Storm in last month's issue, and it's looking absolutely brilliant with all sorts of scary monsters to take on in a Golden-Axe style romp with big guns and laser whips! Converted by Tiertex, the team behind MERCS, Alien Storm looks set for stardom on home computers.





The GV300 Video Walkman with 4" LCD screen, VHF/UHF tuner, AFM Hi-Fi stereo, preset tuner and multi-Pal (???)



COMPETITION

So what do you have to do to win US Gold's incredible prize? Here's the gen: we want you to draw us a truly monstrous alien. Not just any old extra-terrestrial but a truly horrible out-of-this-world fiend so scary we'll run screaming for mummy the moment we clap eyes on your creepy creation!

So get out your drawing stuff, create that creature on a nice clean sheet of paper, take a deep breath and actually pick it up, pop it in an envelope and send it off to: *US GOLD'S MONSTER GIVEAWAY, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.* Remember to include your name and address, or we won't know what to send the prize!

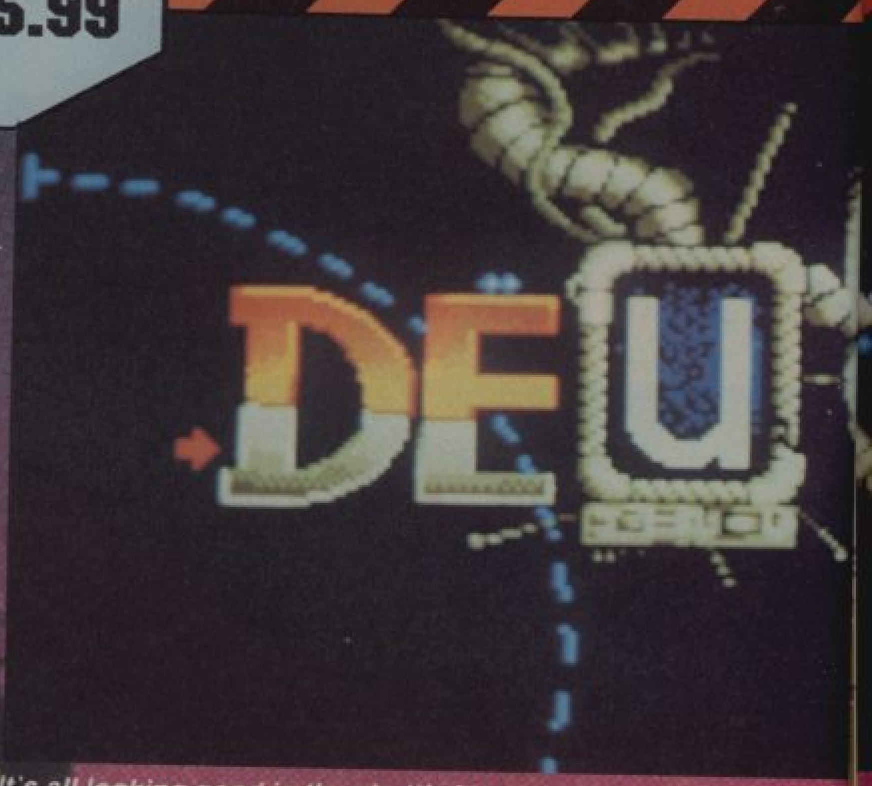
The winner will have his or her name printed in the magazine along with a selection of the best pictures (if they're good enough). So what on earth are you waiting for? Get cracking and scare us silly!

THE RULES

SMALL PRINT: OK, listen up. All those lovely usual CVG competition rules apply, which means if you have anything whatsoever to do with EMAP or US Gold you'd better not draw any aliens and enter or else. For this compo there's one special additional rule: anyone found to have copied their monster from any source whatsoever (especially the recent CVG glow-in-the-dark stickers!) will be shoved head-first into Jon's portable CD and forced to play Fire Mustang for the rest of their natural lives. The Editor's decision is law and no correspondence will be entered into - which means we can't send back your drawings or explain why we thought your monster was utter crap. Sorry.

AMIGA £25.99

BY ACTIVISION



Colonisation is a tricky business, as discovered in Activision's first simulation of planet management, Millenium 2.2. Nowadays Mother Earth is but a shattered shell of its former self, and what little life remains must now set about a massive rebuilding programme.

But it ain't gonna be no pushover. The first thing to be done is train some of the public to actually do the jobs needed to get away from Earth - scientists, factory workers and, of course, space marines. Then there's the job of building the necessary equipment to mine, create ships and space stations, and generally do whatever is necessary to create a better life for the people.

The player is cast as president of the Earth, planning the great exodus to a new life. The future of the remaining populace is in the balance - if they can't build what they need, life will indeed be shor - and they can't build without materials. It's a vicious circle and one which you, el Presidente, must break if you are to prosper. Break free by knocking together ships, creating new, more powerful add-ons for them with the help of your scientists and then heading off into the wide, black yonder of the galaxy to collect the materials required by the production line to build, because what's left on Earth isn't much.



▼ *It's all looking good in the shuttle bay*



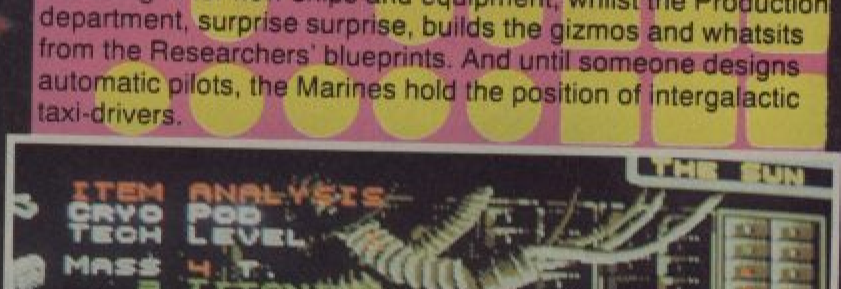


Although Deuteros clings onto the same basic style of gameplay to Millenium 2.2, it's been sufficiently enhanced to make it more than just another hum-drum sequel. It's incredibly taxing on the brain, even though there's a host of different screens there to help you along the way. Although at times it can become frustrating, things don't become so bad that you want to hurl the machine out of the window and go back to blasting away at Alien Turtle Invaders IV. Graphics in this sort of software are usually there more for necessity than effect and, while there are a wealth of well-drawn piccies displaying, for instance, the different items you can build, they serve their purpose without being dazzling. The same goes for the sound effects, which I must admit are rather thin on the ground, but once you delve deep into the game the lack of noise is pretty unnoticeable. Summing up, a pretty game, but looks aren't important when you have the sort of complex, demanding and brain-draining challenge which Deuteros certainly is.

PAUL RAND

YOU'VE NOTHING TO LOSE BUT YOUR LIVES...

First things first - you're going to have to train the workers to do the jobs you need. There are three main professions in Deuteros - Research, Production and Marines. Researchers create the designs for new ships and equipment, whilst the Production department, surprise surprise, builds the gizmos and whatsits from the Researchers' blueprints. And until someone designs automatic pilots, the Marines hold the position of intergalactic taxi-drivers.



UPDATE

Expect to see Deuteros touch down on ST soon at £25.99. No other conversions are planned.





◀ *Here's more to explore!*

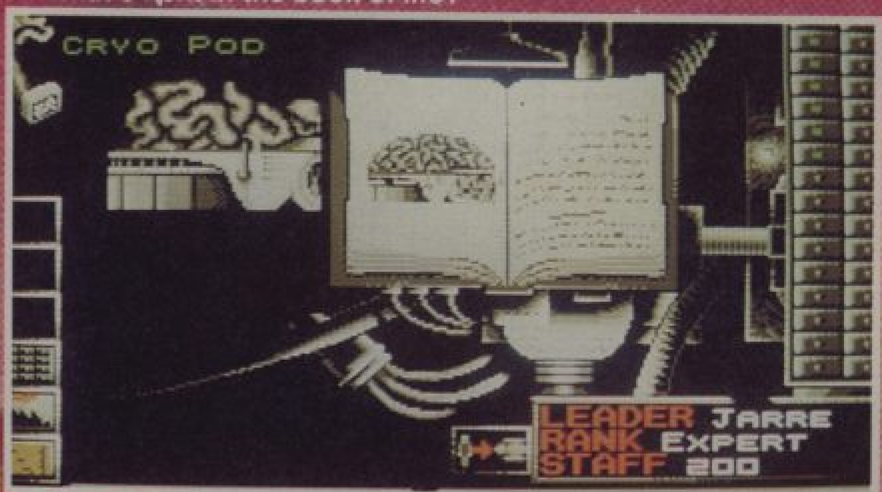




POWER UP A POD

Or rather, build one. There are three types of pod available to attach to your craft - Supply, Equipment and Cryogenic. Supply pods are used to transport minerals, whilst Equipment Pods are necessary to carry tools and pieces of space station to their desired destination. Cryogenic Pods, on the other hand, hold teams of workers, frozen in suspended animation to be revived when they reach their new workplaces.

▼ *What's next in the book of life?*



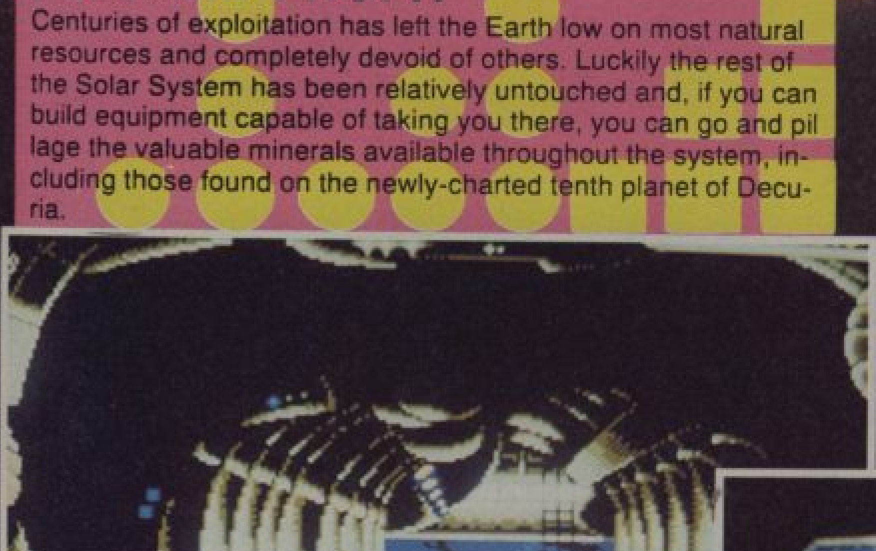
PLANET MINING FOR FUN AND PROFIT

Centuries of exploitation has left the Earth low on most natural resources and completely devoid of others. Luckily the rest of the Solar System has been relatively untouched and, if you can build equipment capable of taking you there, you can go and pil lage the valuable minerals available throughout the system, including those found on the newly-charted tenth planet of Decuria.



Deuteros is strange. Very strange. So strange I just had to keep playing - first to find out what happened next, then because I just couldn't stop! Make no mistake - this is a game for the old grey matter and will take a little while to get to grips with. But once you realise what's going on you just have to keep going: sucked into this dreadful future world where just staying alive is all against the odds. Gloomy graphics and atmoshpheric background sound all add to the feeling of impending disaster, but you'll soon discover that this game has depths others can only aspire to. Strangely enough for a game of this type there isn't too much waiting around, because years can fly by in a matter of seconds before everything piles up in front of you and you realise there's some serious work to be done. Deuteros won't appeal to everyone, but those who do fall for its spell will wonder where on earth all the time went! If mega management sounds your cup of tea, buy this and enjoy a powerful piece of software!

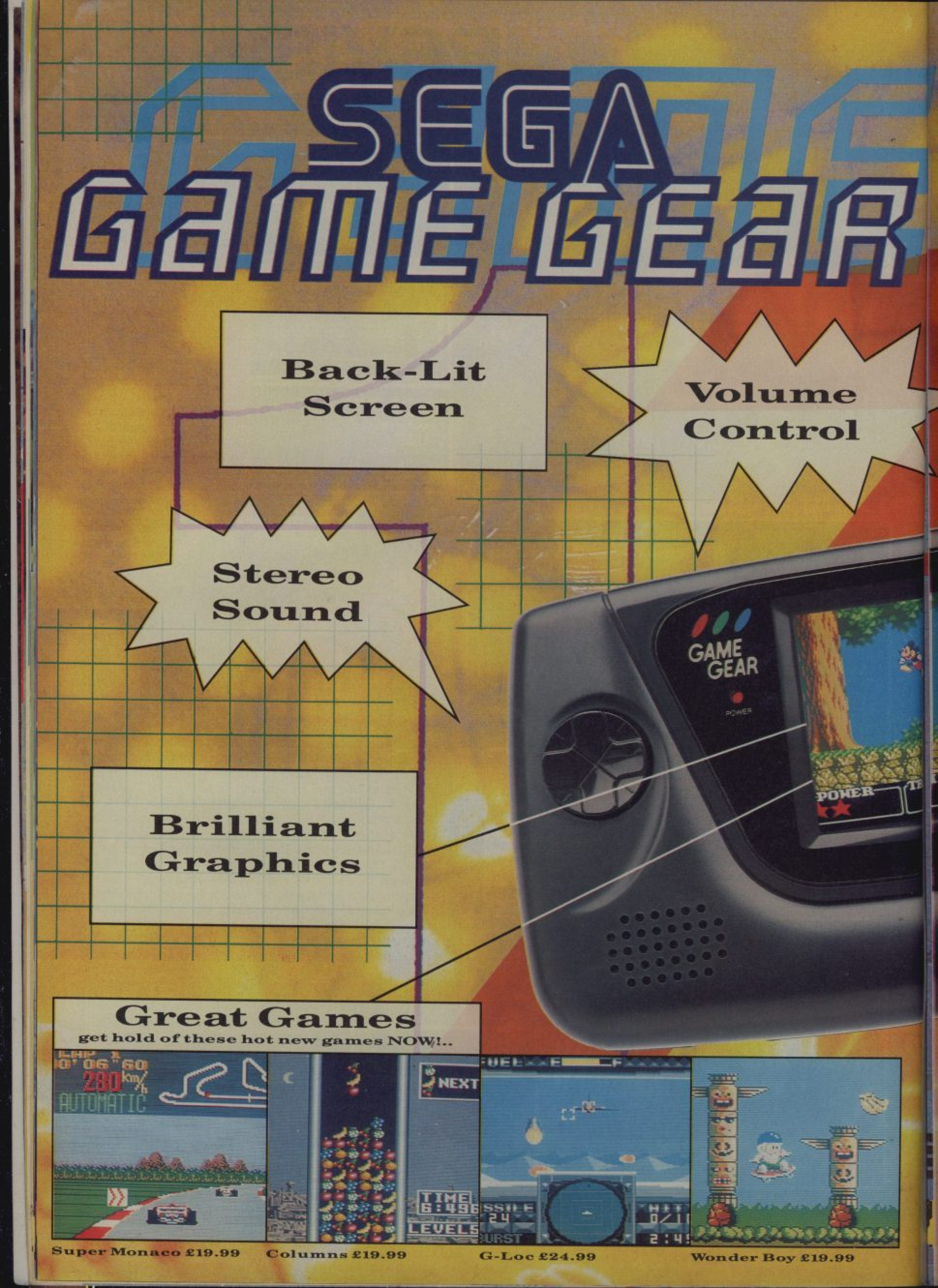
TIM BOONE





AMIGA

GRAPHICS	79
SOUNDS	74
PLAYABILITY	83
LASTABILITY	88
OVERALL	**84**


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NINTENDO **£34.99**

BY NINTENDO



It's the early 21st Century. The Earth, weakened by decades of environmental pollution, is under assault by vicious extra-terrestrial forces bent on savaging our world for what precious little resources remain.

Just one man stands between these foul creatures and global domination - Captain Skyhawk! He may have a silly name, but Cappy's packing enough firepower do do the business and save the planet from those evil alien hordes.

Thank goodness for that, eh?

SKY HIGH BLASTING BONANZA!

Equipped with the latest version of the F-14 Tomcat (capable of carrying Maverick and Phoenix missiles as well as wide range scatter bombs and armed with a deadly 20mm cannon), the Cap has to fly through five alien-infested levels, each split into three stages.

1 - LOW FLIGHT FIGHTING: The aliens have constructed numerous bases across the face of the planet, and Skyhawk's got to make sure these are put out of commission - permanently! This may sound simple, but when you've got hordes of enemy fighters, ground tanks, anti-aircraft cannons, and all sorts of lethal weaponry trying to fry the good Captain's undercarriage, life becomes that much more difficult! On later levels, much-needed supplies have to be air-dropped to storage bases as well. Crumbs!





It's not difficult to tell it's summer - all the software houses are obviously thinking about going on their hols as opposed to coming up with fresh, new ideas. Take Captain Skyhawk for instance. Actually, don't - it's all been done before, and better. The game is a mish-mash of contrasting styles, from Zaxxon to Afterburner to Elite: from which the docking sequence has obviously been lifted (albeit somewhat less impressively). Captain Skyhawk isn't a bad game as such, in fact I quite enjoyed playing it for a time until I realised how ordinary it is. Rare, so famous for quality cartridge software, are doing themselves no favours with their latest release. We are talking so-so graphics, disappointing sound and a difficulty setting which seems to drop the further you progress. My advice is take a good, long look at Captain Skyhawk before delving into that wallet, otherwise you may be left feeling a bit shortchanged.

PAUL RAND

2 - BURNER RETURNS: Yep, that's right - this level is like a simplified version of the Sega coin-op. Enemy fighters roar in and out of the screen and Skyhawk's just got to blow as many out of the air as possible! Of course his adversaries don't take too kindly to this, and aren't afraid to let off a few missiles of their own to blow Skyhawk's fighter away!







MISSILE MALARKEY

Once you have docked, you can buy additional weapons from the shop. Here's a list of what's on offer...

AIM54 PHOENIX: Standard missile, utilised by present-day carrier based F-14 Tomcats. Used during Level 2 to knock out difficult-to-hit enemy fighters.

MAVERICK AGM: Stands for air-to-ground - used on Level 1 for taking out ground bases, anti-aircraft guns and ground assault vehicles.

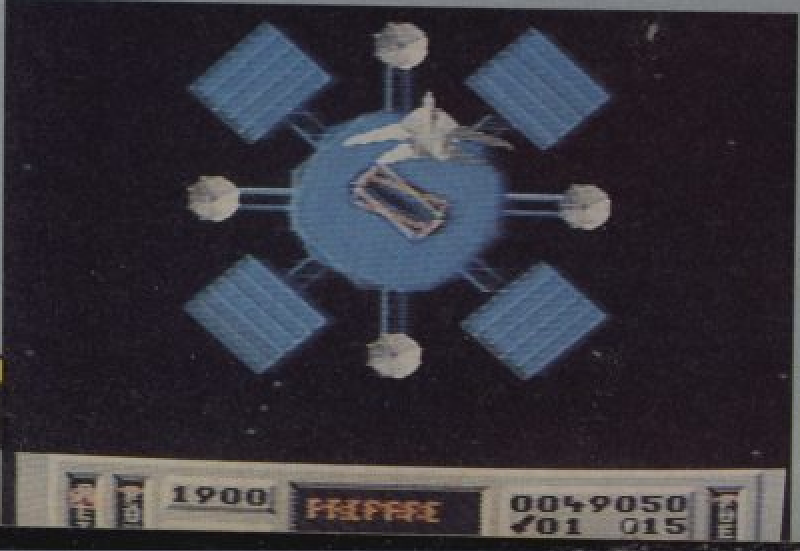
CANNON: Starts as a standard, slow-firing 20mm cannon, but can be upgraded to a weapon of severe fire-power!

HAWK BOMBS: Similar in style to cluster bombs, these split into three separate warheads, therefore increasing the amount of damage!



LEVEL 3 - DOCK IT TO ME: Rather like the docking sequence from Elite, here Skyhawk has to line up his Tomcat with the docking bay entrance before kicking in the thrusters to take him inside the orbiting space statuion. Not that easy when the station is constantly rotating - miss the entrance, and Skyhawk'll end up a frozen collection of flesh and shrapnel! Success, however, will allow access to the armoury, where additional weapons can be purchased!

The fate of the world and its remaining population hangs in the balance - only the Captain can save the day!





CAPTAIN SKYHAWK









NOT SO RARE, REALLY...

Rare (formerly known as Ultimate, reknowned for their gob-smackingly great Spectrum games back in the mid-eighties) are definitely a force to be reckoned with when it comes to Nintendo games. Two of their latest titles - Solar Jetman (the latest title to feature the intergalactic loony, and soon to be converted to computers by Storm), and Snake, Rattle and Roll (which scored a whopping 95% back in issue 112) - both feature stunning graphics, incredible sound and gameplay addictive enough to have you superglued to your screen for ages!

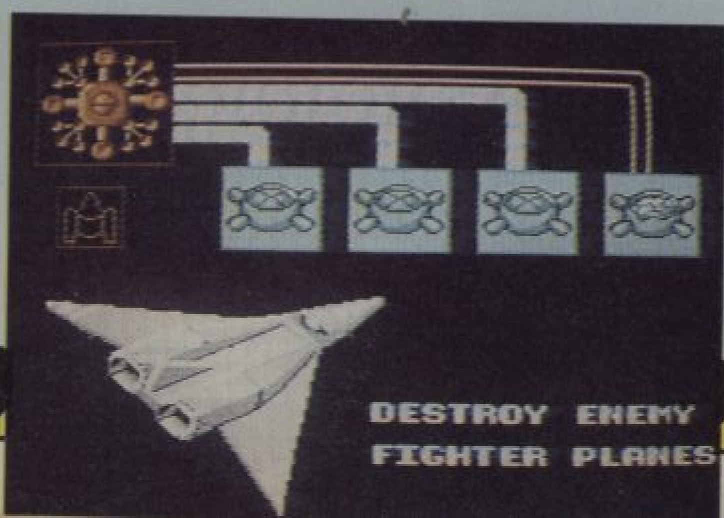


I didn't think Captain Skyhawk was THAT bad, but I have to agree that it isn't one of Rare's better games. The worst thing you can say about it is that there isn't quite enough to each of the three games to make each one worthwhile. It would have been better to base the whole game on the low-level flight section, because the Afterburner bit is pretty dull, and the docking bit just seems pointless. Once you get quite a way into Captain Skyhawk, the action speeds up a lot showing what good programming can achieve on a Nintendo. Unfortunately, while the programming is top quality, the game design is where the flaw lies, and though Skyhawk is better than many Nintendo games, Rare are capable of much more, as they've shown with Snake, Rattle 'n' Roll, Solar Jetman, Cobra Triangle, etc. Not a top-of-shopping-list game, but definitely worth considering.

PAUL GLANCEY







NINTENDO

GRAPHICS	79
SOUNDS	81
PLAYABILITY	83
LASTABILITY	80
OVERALL	81

GAME FOR A LAUGH?

CRACK US UP AND WIN A FAMICOM!!

COURTESY OF CONSOLE CONCEPTS

Here's your chance to win an fabulous Super Famicom - and amaze your friends with the ultimate shoot 'em up for the best games machine in the known universe!

Hot or what? We've got a brand new Famicom up for grabs, together with two free games including Super R-Type - the brilliant blast EVERYONE wants to see.

Those fine gamesters at Console Concepts (a division of PC Engine Supplies) have come up with the giveaway goodies for this great CVG Compo. Thanks to them, our lucky winner gets a Famicom with free game and then Super R-Type the very second (well, near enough) it's released in Japan!

Even our resident arcade ace Julian Rignall was left speechless by the sheer brilliance of the Super R-Type demo he saw in Chicago. ("It's the best thing I've ever seen!" - Jaz). Experts say the Famicom game is actually BETTER than the arcade game, with all the best blasts from the original and bonus levels thrown in!

So what do you do to win this slice of pure perfection? Simple really, just:

1. Think of the silliest thing you can do with a console, the funnier the better.
2. Do it and take a photograph, or
3. Draw it on a nice clean sheet of plain paper.

Then:

1. Admire your rib-tickling handiwork until you collapse in howls of laughter, tears streaming from your eyes.
2. Pick yourself up from the floor.
3. Pop it into a suitable envelope together with your name, address and age and send it off to: CRAZY CONSOLE CONCEPTS COMPO, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

Remember, we're not looking for an artistic masterpiece - humour and originality are what really count. We'll print a selection of the best entries (if they're good enough) - so do make them decent! Plus, who knows, the winner may even get his or her picture in the mag! What are you waiting for? Get those thinking caps on now and crack up the CVG crew with your jolly japes!

Small print: All the usual CVG rules apply, so don't be a Silly Billy and enter if you're an employee or associate of EMAP or Console Concepts or your first name is Peregrine or you're Bernard Manning or Bob Monkhouse or you don't know what a Famicom is or you don't want to win one. The Editor's decision is final and absolutely no entries will be returned, even if you've wasted money on an SAE. Sorry. That's life. Tough eh? So is writing the small print at the bottom of competitions...



LY
LOWD

Who says CVG never covers Lynx games? Atari's latest Lynx foursome are some of the best yet, and here's Paul Glancey and special guest star, Rob Swan, to tell you all about them.

WARBIRDS

£29.99

What-ho! Reach for the skies over the Western Front in this World War One biplane sim. Make your plane as unstoppable as you like then start on one of six missions, flying against one, two or three computer opponents of varying skill. Alternatively, up to four players can "Lynx-up" for a right old aerial gang-fight.

Your combat in the clouds is depicted in inflato-sprite 3D which, though not as astonishing as Blue Lightning, is still impressive. As you would expect, the controls aren't as complicated as a computer flight-sim and the speed control (an engine on-off switch) though extremely simple, is effective you need to perform tight turns.

There isn't a lot of variety to the gameplay (it would have been nice to have something other dogfights to participate in - a bombing mission for example) but what's there is good fun for a while.



GRAPHICS	89
SOUNDS	70
PLAYABILITY	85
LASTABILITY	80
OVERALL	84

APB

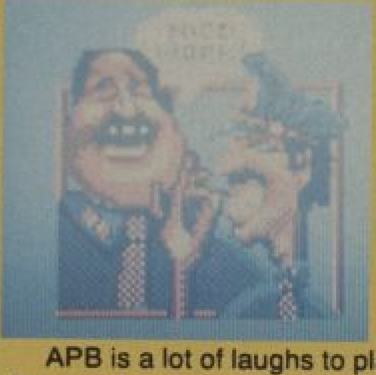
£29.99

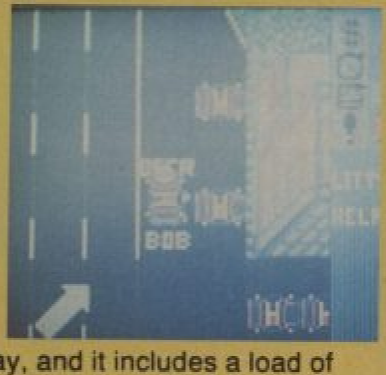
APB is a conversion of one of Atari's slightly oddball coin-ops which puts the player in the driving seat of a California Highway Patrol car. Every morning you're give a quota of lawbreakers to apprehend, and if you don't meet that quota before your time or fuel runs out, boy does the sarge get annoyed!

When the car's siren is activated a target appears in front of it which you have to place over the felon of your choice who moans vociferously as he pulls over. Don't run into any innocent drivers or drive your car through innocuous dough-nut stands because that earns demerits, and ten demerits earns you instant dismissal from the force!









APB is a lot of laughs to play, and it includes a load of the arcade game's sampled speech which really livens things up. Even if you weren't a fan of the coin-op, this is well worth looking up.

PAUL GLANCEY

GRAPHICS	79
SOUNDS	92
PLAYABILITY	88
LASTABILITY	87
OVERALL	88

NX
OWN

NINJA GAIDEN £29.99



Anyone who was a fan of Tecmo's Shadow Warriors coin-op will be instantly familiar with this game, because it is, in fact, the same game! Not surprisingly, you play the Ninja of the title who is given the unenviable task of beating up loads of muscley blokes in hockey masks and fat men throwing telephone poles around - and that's just on level one!

Telephone boxes, oil drums and various other objects lie scattered around, and if broken, reveal all manner of Ninjitsu goodies, such as swords, extra energy, gems and extra lives. The masked marvel can also grab hold of lampposts, and can swing back and forwards - any mug stupid enough to get in the way cops a pair of size tens in the face!

For the Lynx's first beat 'em up, Ninja Gaiden is little short of superb, and really addictive, too. An excellent title, and one which any self-respecting Lynx owner should race out and shell out for at once.

ROB SWAN

GRAPHICS	88
SOUNDS	84
PLAYABILITY	92
LASTABILITY	90
OVERALL	89

PACLAND £29.99

Pac's back! That munching yellow beach ball returns once again, this time in a conversion of the Namco coin-op that was itself a spin-off from the TV cartoon show. As usual PacMan is up to his neck in hassle, because this time he's found a stricken fairy, and has to return her to Fairyland.

Not an easy prospect, however, as this involves haring through the horizontally-scrolling PacLand, whilst avoiding those ever-present ghosts (who have taken to driving around in taxis and aircraft!). Of course, Pac can temporarily turn the tables by munching a power pill, and in turn, chomp on a ghost or two!

If you were a fan of the arcade game, this perfect conversion will be right up your tree-lined avenue. However, the action is a bit samey all the way through, so anyone used to piles of excitement may well be disappointed.





ROB

GRAPHICS	83
SOUNDS	77
PLAYABILITY	84
LASTABILITY	80
OVERALL	80



WIN A PC ENGINE!

0839 654 169

This mini marvel of momentous mayhem could be yours! How? Just call this number and find out whether you're worthy of this miraculous games machine!



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This little 16-bit black beauty is just bursting brim full with brilliance. Could you be the chosen one to win the slice of red hot action? Dial those digits a bit sharpish or you'll never know!



WIN A GAMEBOY!

0839 654 170

This push-button baby is the marvel of the moment. How can you get your mitts on some hand-held gaming glory? Quick - dial those wonder numbers and find out before it's too late!



WIN A SUPER FAMICOM!

0839 654 171

Probably the best games machine in the history of the cosmos, you'd be stark staring stupid not to want to win one! So what are you waiting for? Get on the line and dial away to win this piece of perfection NOW!

IF YOU'RE UNDER 18, PLEASE MAKE SURE THAT YOU'VE GOT THE PERMISSION OF WHOEVER PAYS THE PHONE BILL BEFORE YOU START DIALLING. CALLS ARE CHARGED AT 33P PER MINUTE (OFF PEAK) AND 44P PER MINUTE (PEAK RATE).

YOB'S



YOB'S STAR LETTER

IT'S AN OUTRAGE - HONEST!

Dear YOB,
Now then young man, you'd better get your hands out of your pockets and pay attention, because I've got a very important message to tell you. I think that every single game in the universe should be banned. Now that may seem just a teensy-weensy bit harsh to somebody as ill-educated as youself, but I have a few points with which to back up my theory.
Computer games have been corrupting innocent youngsters ever since time began. Just look at the ancient Uridium, for example. Why, my young son had only been playing that for a few minutes when, blow me down, he decided to build a spaceship in his bedroom and, in no time at all, he was terrorising the seven planets of Plegbottom! It just goes to show how difficult youngsters find it to separate games from reality.
I also think that the Dizzy games should be banned. Another young son of mine had been playing a few Dizzy games all week when the young urchin suddenly decided to make his own Dizzy costume and walk the streets whilst wearing it. It was a sad day indeed, when he walked straight off a seventy-foot cliff because he couldn't see where he was going...
It's an outrage! I'm sure you agree that all computer games should now be immediately banned.
Daniel Salter, Rotherham, S Yorks

YOB: Too right. I know a young man (not my son, whatever the judge says) who was fried to a crisp sticking his fingers into the cartridge slot of his Megadrive to see whether it had Virtual Reality built in. He was an idiot, though - just like you.

YO! Yob's Mailbag goes global this month, with letters coming in from all sorts of far-flung places! I'm quite chuffed about this 'cos it gives me a chance to do my bit for diplomacy by chucking out a few choice international insults. Got something to say? Drop me a line at: YOB'S MANIC MAILBAG, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Best letter of the lot gets a whopping £100.00, which this month goes to Daniel Salter for daring to demand the impossible...

DUMMIES DOWN UNDER

GLOBAL LETTER Nº1

Dear YOB,
I love your magazine. Last Christmas me and my sister got an Amiga 1000 and think it's a pretty good machine. After your review of Escape from the Planet of the Robot Monsters and Budokan I got both of them. They're pretty good games. Sorry about the questions but I think they're pretty important.
1. Will there be a conversion of Final Fight on the Amiga?
2. If so will 512k of memory be enough?
3. When will it be out in Australia?
4. Is 512k enough for Shadow Warriors, It Came From The Desert and Wings?
5. How am I supposed to buy from Software City or Worldwide Software when we dudes down in Australia use a different currency?
6. Any chance of a T-shirt?
Andrew Collins, Tasmania, Australia

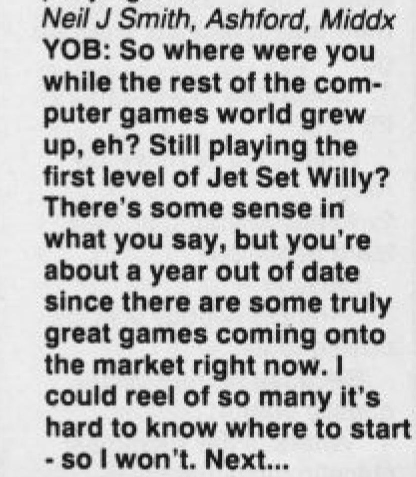
YOB: 1. Yes.
2. Probably.
3. Where's that, exactly?
4. Yes. No. No.
5. Buy sterling, you Down Under dunce.
6. After all that? Do me a favour!

COME ON, PLAY THE GAME!

Dear YOB,
I've become very concerned in the past few months with the video gaming industry. Too many companies are manufacturing games which

MAILBAG

are simply variations on a theme. When will someone come on the scene and breathe life into the games? Although it may be true that many new games have superior graphics and audio capabilities, it's also true that many games are unimaginative or have little quality gaming. How often must we rescue our girlfriends from some rebel gang, overthrow an evil king or save the world from an alien invasion? It's even worse when a game presents an innovative storyline but then fails to carry out the promise on-screen.
It also seems that the lifespan of games is shorter. Many games that are supposed to be long and difficult can be polished off in a matter of hours or days. What is going on?
I hope that someday the giants of this industry will realise that people are looking for real storylines, not just an excuse to kill somebody. Most companies seem more concerned with cranking out a quick shoot 'em up for a quick quid than with producing a playable game with real value. When consumers purchase games they look for company names with past successes. If we're disappointed when we get home, we're going to be wary of buying games from that company again.
Neil J Smith, Ashford, Middx
YOB: So where were you while the rest of the computer games world grew up, eh? Still playing the first level of Jet Set Willy? There's some sense in what you say, but you're about a year out of date since there are some truly great games coming onto the market right now. I could reel of so many it's hard to know where to start - so I won't. Next...



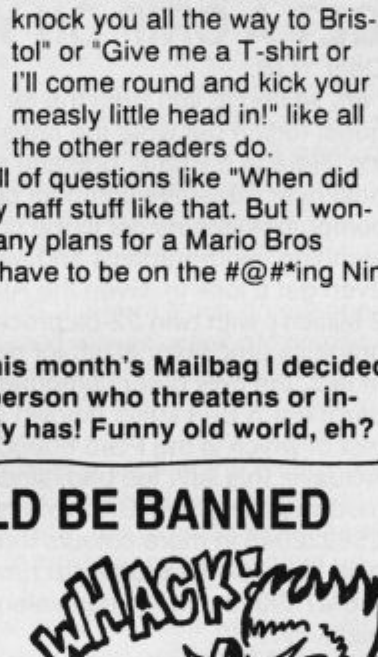


I'M NO CREEP, BUT...

Dear YOB,
Don't want to make a complete #@*/#@ of myself so I won't say anything like "Print my letter or I'll get my big brother to come round and knock you all the way to Bristol" or "Give me a T-shirt or I'll come round and kick your measly little head in!" like all the other readers do.
Also, I don't have a whole page full of questions like "When did you last have your hair cut", or any naff stuff like that. But I wonder if you could tell me, are there any plans for a Mario Bros game on the Amiga? Why does it have to be on the #@#*ing Nintendo?
Mega C, Totley, Sheffield
YOB: Before starting work on this month's Mailbag I decided I would award £100 to the first person who threatens or insults me personally - but nobody has! Funny old world, eh?

THIS BAND SHOULD BE BANNED

Dear YOB,
I went down to the newsagents to collect my copy of Mean Machines the other day (wondering, of course, when CVG will be out), and when I got home I layed on my bed, took the tacky, brown paper bag off my new mag which, of course, was...COMPUTER AND VIDEO GAMES!
WOW!! Too good to be true. I looked through the mag. Improvement, improvement, improvement. Nothing but improvements. Smart stuff! I won't bother with Mean Machines after all (only kidding!)



After all that waffling, I'd like to congratulate you on your new-look improvement. Also, before you shove me off the letters page to make room for the spotty kid who persists in arguing that his rubbery keys Spectrum is better than the Super Famicom, I'd like to ask if you could include a Final Fight or Super Mario Bros poster in one of your future mags. It will be greatly appreciated!
David Lockbayne, Millhouses, Sheffield
PS You don't have to print this letter, but let me put it this way, if you don't my killer elastic band will sort you out! You'll find him inside the envelope, ready to pounce!
YOB: If you don't seek immediate help I'll pop my home-made killer Trident Missile in the post, aimed in the general direction of Sheffield. If anyone else has made something equally embarassing which they'd like us to ridicule them about, send it along to the usual address. Who knows, there may be a prize for the most ridiculous item (or then again, there may not).

A REVIEWER WRITES...

Dear YOB,
Here is a review of Skull & Crossbones that I have written myself. Skull & Crossbones: It is crap. There it is. What do you think?
James Stratton, Altringham, Cheshire
YOB: When can you start?

GLOBAL LETTER No2

FREAKY FUN FROM GERMANY!

Dear YOB,
Hello you freaks in the crew of your great CVG Magazine, I'm a German reader and would like to tell you, that your magazine is great! Well I have a lot of Videoconsoles at home: a PC Engine with 20 great games, a Nintendo NES with 20 great games, a Megadrive with 25 great games and a Power Base Converter for the Mega Drive and 30 Games for it. I also have a Amiga 1000 with 2.5 MB RAM, A Sidecar with 640 Kbyte Ram and Hard disk, 1 ext. 5 1/4 Zoll Floppy and 1 ext 3 1/2 Floppy which I use with both.
It's a good and great fact, that your magazine is the most actual I know: I was glad to see that you were the first magazine to test the excellent Final Match Tennis for the PC-Engine, the brilliant Mickey Mouse Game for Mega Drive and the great Eye of the Beholder for the Amiga.
Well, and I think your magazine is too expensive for too few (8,50 DM for 115 pages). Take a look at our German's Power Play - it has about 150 Pages for just 6,50 DM!
And I've put a copy of a Double-bought Power Play to this letter. You can have it, I don't want it back! That's because I've getten so much of your magazine in the past so that I want to make a gift to your great magazine. Well, but I'm not sure if all of you speak and understand German, but your Richard Leadbetter seems to do, as he writes in the last issue I have of your CVG magazine that his machines begin to communicate in Spanish, but that he understands German cause he learnt it at school. So if the rest of you can't understand and read the Power Play, then the magazine must

THIS'S A LONG LETTER.

be at least something for your Richard Leadbetter!
Well and I have to say that Richard is my favourite game-tester (or should I say staff writer?) because he's critical enough and his favourite games seem to be my favourite games, too. (We seem to have the same liking!)
In the 4/91 issue the article on page 15 is funny, I think, (about Richard) because Richard looks a bit like the "famous five's Dick", but it is improbable that he has been the inspiration for Enid Blyton to create the Famous Five's Dick, because the Famous Five are nearly about 20 years old, and I think that Richard is just between 18 and 23 years old today so that he was too young to be an inspiration when the famous five's Dick figure was created.
My other hobbies are watching Pro Wrestling, Tennis, Ice Hockey and Football on TV. I like the Pop Music of Jason Donovan and Kylie Minogue, who are very popular in Germany and in the UK, as well as the music of David Hasslehoff, who is very popular in Germany. So, I hope for a quick answer and wish you a lot of success with CVG Magazine.
Marco Gehring, Heford, W Germany
YOB: A quick answer? Goodbye.



ENGINE HASSLE? GET IT TAPED!

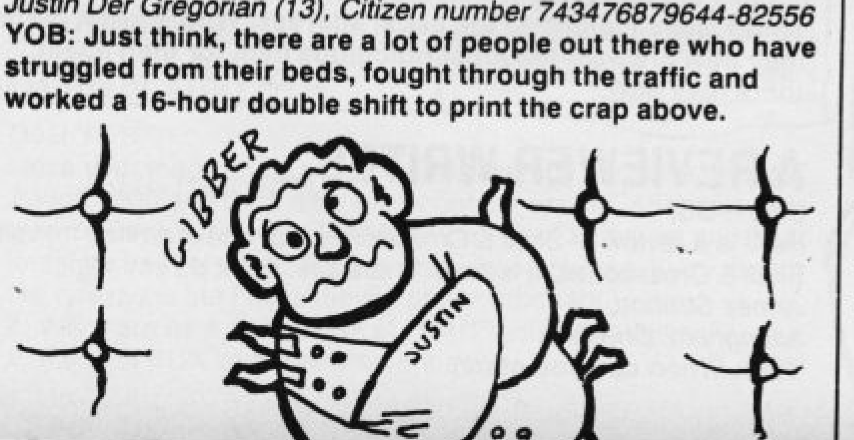
Dear YOB,
For those who are currently saving up for a brill PC Engine GT (like me) and who are worried about the awkward screen, I have a solution. Using some selotape just modify a Game Light (the one with a magnifying glass) to fit on your GT! Can't do anything about the screen blurring but it should solve the indistinct sprite problem. By the way, do you get a mains adaptor with the GT so you don't have to rely on batteries all the time? Also is the price (currently 250 at its cheapest) likely to go down soon or in the future?
Myo Thaung, Brighton, E Sussex



YOB: Want a PC Engine GT but can't afford 250? Simple! Buy an ordinary PC Engine and, with a hacksaw, whittle it down to the appropriate size. Then simply glue a Sony Watchman to the top and, hey presto, loads of broken bits to sellotape back together.

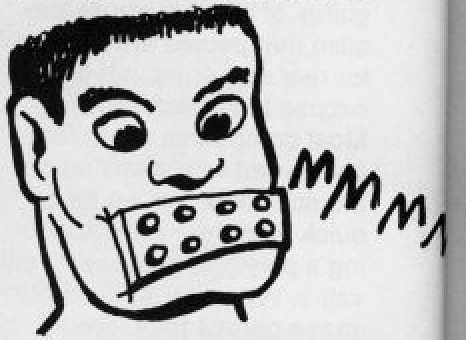
GET A GRIP ON YOURSELF!

Dear YOB,
I am writing to you from the far distant future to aid you in your quest to find out what the fates have in store for computer gaming. Here in my time, one and all. Persuasive force has a stranglehold over the entire compute community, leaving all the other computer systems out in the cold. The brilliant Amiga C800 with stunning mind-graphics and twin read/write CD drives doesn't even get a look in. Even the Atari STFM-P-FMP-TOS Enhanced 2 Million+ with twin 32-bit processor and dedicated 68000 graphics processor is left for dead.
In fact, the only other computers that are permitted by the Emperor Ibern Bert Miles (known as IBM) are the IBM range, the latest of which is the PS/5 80986. No other computers are allowed. Actually, this isn't too bad, since the graphics standard of the new model is the SE-EXGA Professional, with a reolution of 2560x2048 in more colours than the eye can discern. The PS/5 also has a 96-bit processot running 109 mips. This PC costs $IBM7590, that's the equivalent of 500 of your Times Pound floppies.
Admittedly, excluding all competition by death threats is not a nice way to carry on, but IBM is backed by the Emperor so they can get away with it.
As for software, there is a slight deficiency here - only one game is allowed, but luckily it is an amalgamation of virtually all game styles - incredibly interesting, dep and great fun too. The name of the game? Elite 20.
The aim of the game is to become Elite, and fly your ship (preferably in the PS/5's hydraulic cabinet) watching the unbelievable 3D graphics - 95,000,567 polygons are used for the torpedoes alone. Once you have attained Elite status you become the real-life Prime Minister of Earth Colony 06 - planet Earth - but as yet there are colossal problems replacing John Major.
So there you have it. The future of gamesplaying is Elite 20 on the PC. An utterly amazing game with mindblowing graphics and blinding depth of gameplay. However, there is one downfall in the program; a small flaw in the computer's design that causes a great loss in the gamesplaying experience. It's like this...when IBM designed their first 8088 PC they did not envisage it as a games machine, and only provided a pathetic sound chip and tiny speaker. Even add-on sound cards were wiped out when IBM refused to provide them as standard.
Since then, IBM have not been bothered to upgrade the PC sound, so whenever you let off a huge, 95,000,567 polygon torpedo glistening into the moody starlight with it's awesome exhaust trail...you get a little beep to show it has launched. And another if it destroys the enemy. And when you converse with an alien...well...err...
Justin Der Gregorian (13), Citizen number 743476879644-82556
YOB: Just think, there are a lot of people out there who have struggled from their beds, fought through the traffic and worked a 16-hour double shift to print the crap above.



WILL CHEAP CHIPS RUIN MY MEMORY?

Dear YOB,
How's things down your way? Up here things are definitely not good. I have owned an Amiga 500 for just over a year now and I thought it was about time I got a 512k expansion for it. One problem though; I was thinking of getting it from one of the mail order places advertised in your great mag for about 40-60 but my friend says that for the price they are bound to ruin my games. This worried me a bit so, if you could set the record straight I would be very grateful.
George Watson, Kirkham, Lancs
YOB: Luckily your chum is talking a load of vindaloo revenge. Cheap doesn't always mean nasty and if you so around you can get what you're after for less than thirty quid! Use the cash you save for a portable welding torch with which to shut your painful pal's gob once and for all.



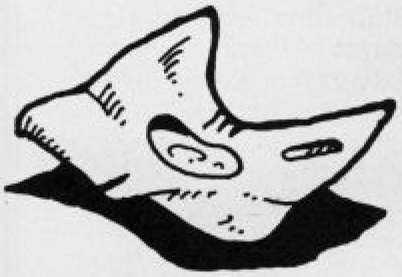
LOADSA LAFFS

Dear YOB,
You sounded mighty miserable last month so I have sent some jokes in for your mutt-eaten Mailbag. Here we go:
1. Customer: Will the pizza be long?
Waiter: No sir, it will be round.
2. What do young snakes learn at school?
Hisstory.
3. Why did nobody visit the posh ghost?
Because he had such a ghastly manor.
4. Where is the slipperiest place in the world?
Greece.
5. What do little ghosts play with?
Deady bears.
6. What did the big tap say to the small tap?
You little squirt.
7. Why did the whale cross the road?

To get to the other tide.
8. What did the beaver say to the tree?
It's been nice gnawing you.
Rene Ahuja, Luton, Beds
YOB: What do you get if you annoy me with rotten jokes first thing in the morning?
Nothing at all.

ASK SOME SILLY QUESTIONS...

Dear YOB,
I think your mag is brill. Anyway, I think young people under eighteen should be allowed to go into amusement arcades and play on boss games like Narc and Final Fight. Could you answer my measly little questions:
1. Is the STFM better or worse than the STE?
2. What's a modem?
3. Can you get a modem for the ST?
Stuart Lee, Allerton, Liverpool
P.S. I think you're well 'ard.
YOB: 1. Why do you care?
2. You mean you don't know?
3. If you don't know what it is, why do you want one?
P.S. I think you're a waste of space.



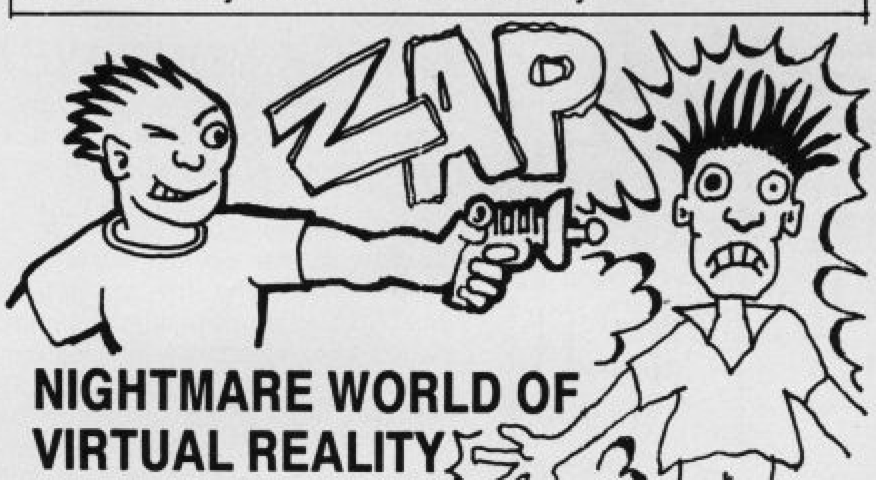
LITTLE SIS DRIVES ME ROUND THE TWIST!

Dear YOB,
I have been getting your mag every month and I think it is great. I have an Amiga 500 and can't get the game The Last Ninja to work. Maybe it's because my little sister has been jumping up and down on the disk - I don't know. What do you think I should do about it?
Dean Maycock, Tiverton, Devon
YOB: Don't be too harsh. Just tell your little sister that you don't blame her, then shove her into the disk drive and turn on your machine.



GALACTIC CASH MERCY APPEAL

Dear YOB,
I have run into some family problems recently. I am short of cash and need to help my poor 762-year-old grandmother who is in hospital at the moment (violin music can be heard in the background). After dropping acid, she freaked out and hijacked a school bus full of orange penguins. That's not all: in a tragic accident my green, martian brother was launched into space and is probably on Venus by now. Imagine, he's up there on some god-forsaken planet, dodging gamma rays. Not a pretty thought. I am starting a multi-billion pound project to get him back, and what we need is a kind, handsome and gallant YOB to help us out. Say, one hundred pounds in cash would cover it nicely. My grandmother would be very grateful; she takes to nice, kind, handsome, gallant YOBs.
Whenever I see a new edition of CVG, I inform Yoda on my special intergalactic, digitised, fuel-injected, seven-week old smelly kipper. After that, I flick through the pages until I find these two, then read the letters and your comments. If I crack up and fall to the floor in small, hexagonal pieces then I buy it. If not, I don't. But that has never happened yet. I love to scoff at the cretins that attempt to write interesting letters, they are about as interesting as Bongo the Clown dancing to "Oh boy, my pimple's turning yellow" with a five-year old cheese and pickle sandwich lodged up his bum.
If you at CVG want to own the latest in never-been-washed, yellow polka-dot socks with holes in them, send one hundred pounds in cash to me and the order for the socks to Neptune.
Saddam Hussein (aka Nick Shreck), Truro, Cornwall
YOB: Call me a sentimental old fool, but I've taken pity on your martian brother and mailed £100 cash to Venus. Thanks for bringing the sibling's plight to my attention and I'm sure he will reward your kindness in some way.



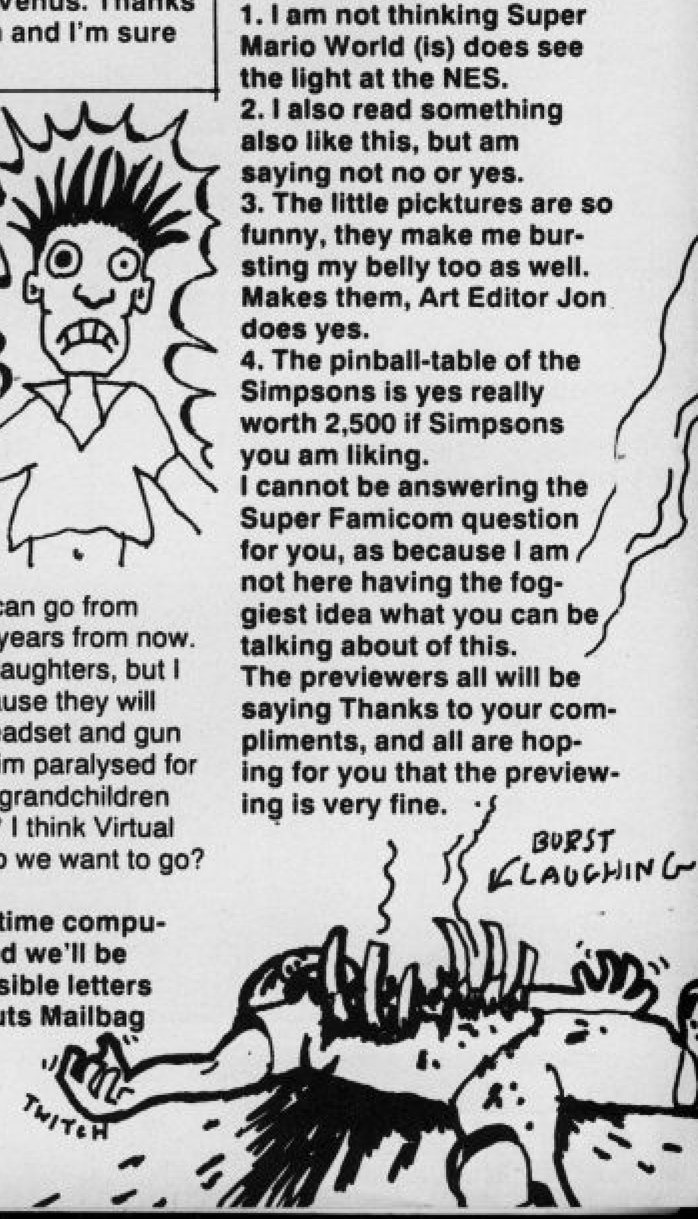
NIGHTMARE WORLD OF VIRTUAL REALITY

Dear YOB,
It's frightening, isn't it? I mean, if in ten years we can go from ZX81s to Amigas, just think where we'll be in ten years from now. I was thinking of giving my Amiga to my sons or daughters, but I suppose it would be like giving them a ZX81 because they will want the latest Virtual Reality kit complete with headset and gun which actually stuns your best mate and leaves him paralysed for half an hour. Can anyone even imagine what our grandchildren are going to be playing to keep them entertained? I think Virtual Reality is the next big step forward, but how far do we want to go?
Gary Ventress, Market Weighton, York
YOB: Frightening, isn't it? In just a few years' time computers will be able to simulate people like this and we'll be snowed under with their boring but oh-so-sensible letters until everybody goes stark staring mad and puts Mailbag pages together for a living.

GLOBAL LETTER Nº 3

WHO AM YOU DOING?

Dear YOB,
How do you do? I like that kind of man with punk-hair and a headbang-face like you. At first I got a few questions. Here they are:
1. (Is) Does Super Mario Bros IV: Super Mario World ever seen the light at the NES?
2. Do you love Sadie? I read something like this: in issue 115.
3. I bursting out laughing when I'm see the little picktures by the letters. Do you make them?
4. Is the pinball table of the Simpsons really worth 2,500? In Holland the Super Famicom will be released in 1995, I hope and which game(s) are standard?
At least I would make a compliment to the previewers Richard, Rob, Julian and Paul. They do great work!
Jeroen V Brussel, St Joost, Holland
PS My English isn't very well and I hope you can read this letter.
YOB: I am reading this letter with perfect simple and am answering the questions like this:
1. I am not thinking Super Mario World (is) does see the light at the NES.
2. I also read something also like this, but am saying not no or yes.
3. The little picktures are so funny, they make me bursting my belly too as well. Makes them, Art Editor Jon does yes.
4. The pinball-table of the Simpsons is yes really worth 2,500 if Simpsons you am liking.
I cannot be answering the Super Famicom question for you, as because I am not here having the foggiest idea what you can be talking about of this.
The previewers all will be saying Thanks to your compliments, and all are hoping for you that the previewing is very fine.

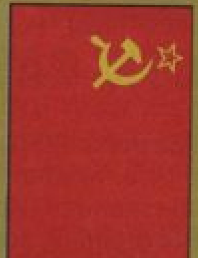


REVIEW

MEGADRIVE **£38.00**

BY SEGA

M-1 A
BATTL
S I M U L A T



They said it would never happen, and now it has. World War III has arrived, and you're slap bang in the firing line...

As Commander of an Abrams M1 Main Battle Tank, you're in charge of one of the most devastating ground war machines the allies can produce. Now the taxpayers are asking you to earn all that peacetime pay by halting the Soviet advance into Germany all on your lonesome. Blimey!

Lucky you packed your 1,500 horsepower turbine engine, 120mm cannon with thermal night-sight capability and on-board ballistic computer or you might be in real trouble! OK soldier, make tracks for the front...

T-80



ARMAMENT: 125mm main gun, complemented by one 7.62mm co-ax machine gun and a 12.7mm anti-aircraft gun.

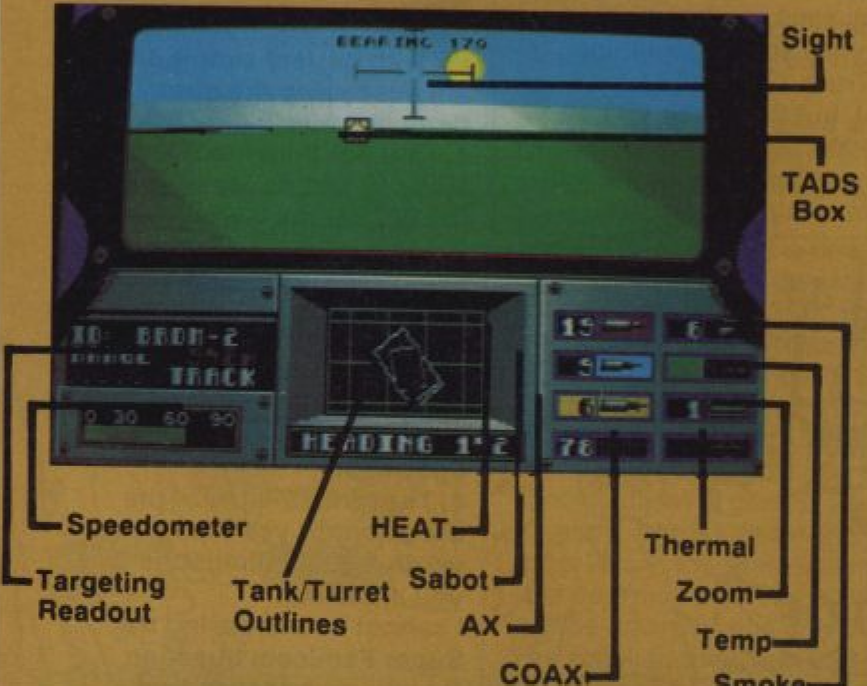
3D THRILLS 'N' SPILLS!

M1 Abrams features possibly the best true-world 3D yet seen on the Megadrive.

Sega's little black beauty is shifting some serious maths to keep everything moving smoothly in a believable fast-action battlefield.

This probably has quite a lot to do with the input of Real-time Software - those three dimensional maestros responsible for Carrier Command and Battle Command.

In fact, M1 is best described as a kind of halfway house between the complexities of Battle Command and simple thrills and spills of the classic Atari arcader Battlezone. The game is finely balanced between realism and playability, leaving you to chose between a quick blast and an early bath or a long, careful campaign and some medals to shine in your old age...



CHECK YOUR WEAPONS!

The M1 may be the best battle tank in Europe, but this yankee doodle dandy wouldn't be worth diddlysquat without some high class weaponry to back it up. Here are the shooters to shout about:

COAX: This multi-purpose machine gun comes in well handy for close-quarter combat. It's also supposed to be used against enemy aircraft who stray too close, but whose going to be dumb enough to sit behind this and stare down the barrel into the jaws of an incoming attack chopper? Not me, matey!

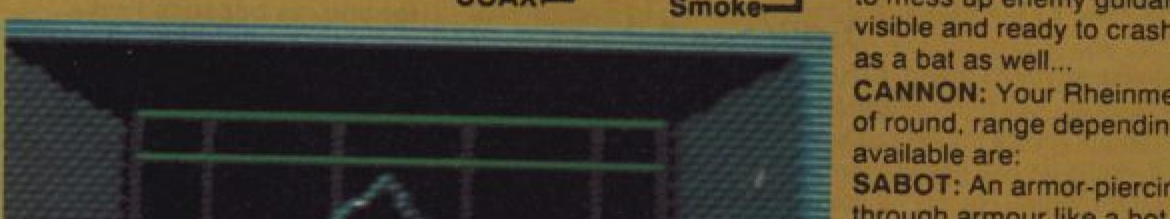
SMOKE: Definitely handing when the enemy are pants-wettingly closem, your smoke discharger belches out all sorts of muck to mess up enemy guidance systems and make you all but invisible and ready to crash into the nearest wall 'cos you're blind as a bat as well...

CANNON: Your Rheinmetall 120mm cannon fires three types of round, range depending on which you choose. The shells available are:

SABOT: An armor-piercing, fin-stabilized round which cuts through armour like a hot knife through butter at anything up to 2,500 metres.

HEAT: A high explosive anti-tank weapon which detonates before contact with the target, producing fiery gas which melts armour at up to 2,000 metres.

AX: An experimental wire-guided anti-helicopter shell which is slow to load because it is one big and complicated piece of kit with a range up to 4,000 metres.



◀ *The M1's sophisticated scanner.*

THANKS

Thanks to Console Concepts (0782 712759) for the loan of the review cartridge.

BRAMS
LE TANK
TOR SERIES

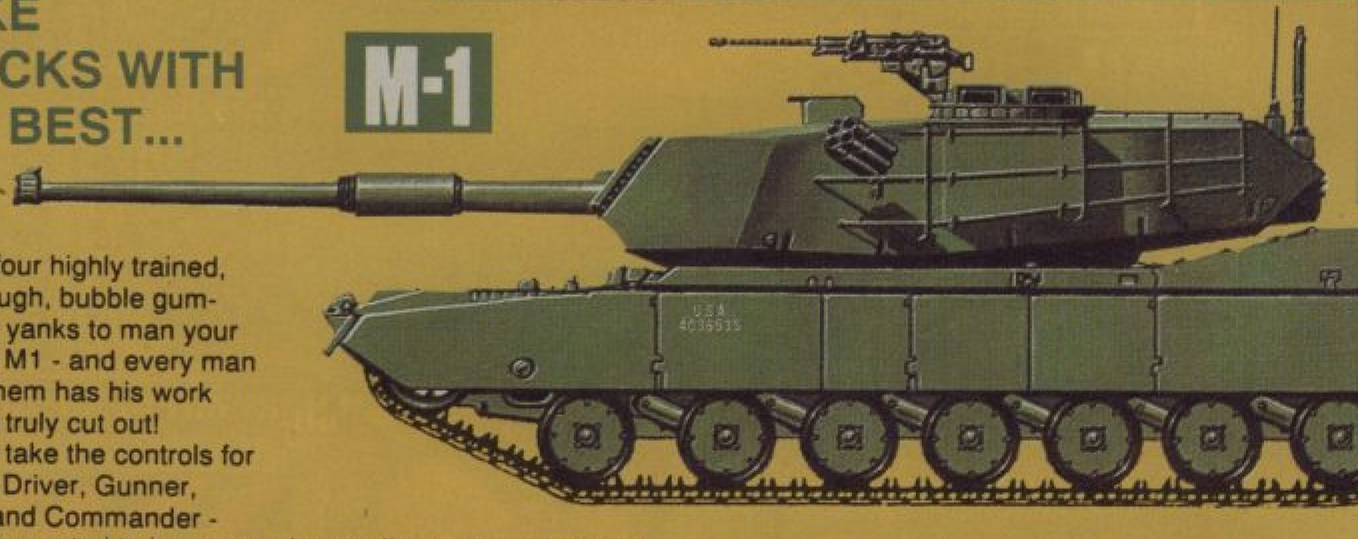
▶▶REVIEW





MAKE TRACKS WITH THE BEST...

M-1



ARMAMENT: 120mm gun, two 7.62mm machine guns amd a 12.7mm anti-aircraft gun.

It takes four highly trained, super tough, bubble gum-chewing yanks to man your average M1 - and every man jack of them has his work well and truly cut out!
You can take the controls for all four - Driver, Gunner, Loader and Commander - and are expected to become quite an all-round ace to delve deep into the game.
Taking on all four roles, it's crucial to sort out your strategy or you'll all end up as scrap metal while the enemy lumbers onward. You won't get far if you sit in one place and shoot everything in sight - the enemy outnumbers you ten times over and those scary Soviets just keep on coming...



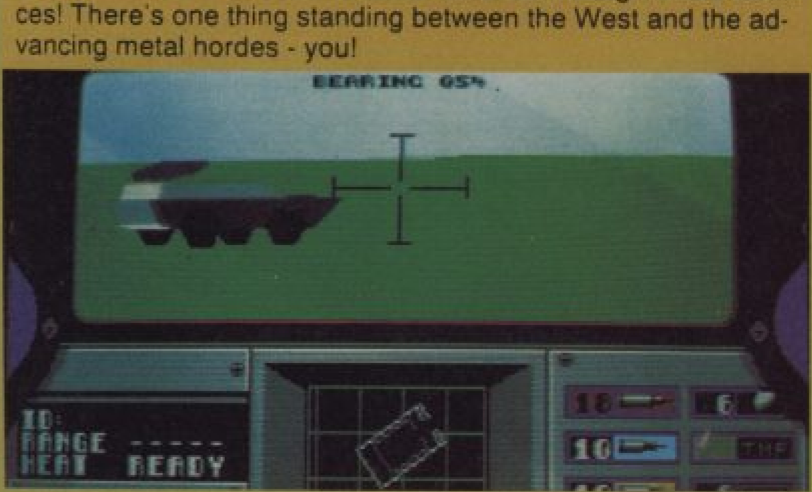
Ho-hum. A tank game on the Megadrive. Where are the extra lives, the power pods, the end-of-level guardians? Ahh, but there aren't any, for this is one of a new breed of Megadrive simulations which dispense with the need for zillions of different keys by utilising pull-down menus, and to great effect. With a host of different missions to attempt, either singly or as an on-going campaign, and a commanding officer who has no qualms about shooting you if the Ruskies win, Abrams Battle Tank pulls no punches. The 3D is smooth and effective, although the playing area can be devoid of enemy vehicles at times. But, once in the thick of a shooting battle there'll not be much time to notice lack of tanks as most of the time will be spent trying to decimate the one or two BMP's and T-72's right in front of you and happily blasting away at your armour. If you crave for something radically different and truly lasting on the Megadrive, jump into the cockpit and drive away an M1 today!

PAUL RAND

TANKS FOR EVERYTHING...

M1 gives you the chance to battle through the entire World War III campaign or chicken out and take on individual missions. Here's what you can expect:

The Moselle Defence: The Sovs have cut through Allied defences! There's one thing standing between the West and the advancing metal hordes - you!



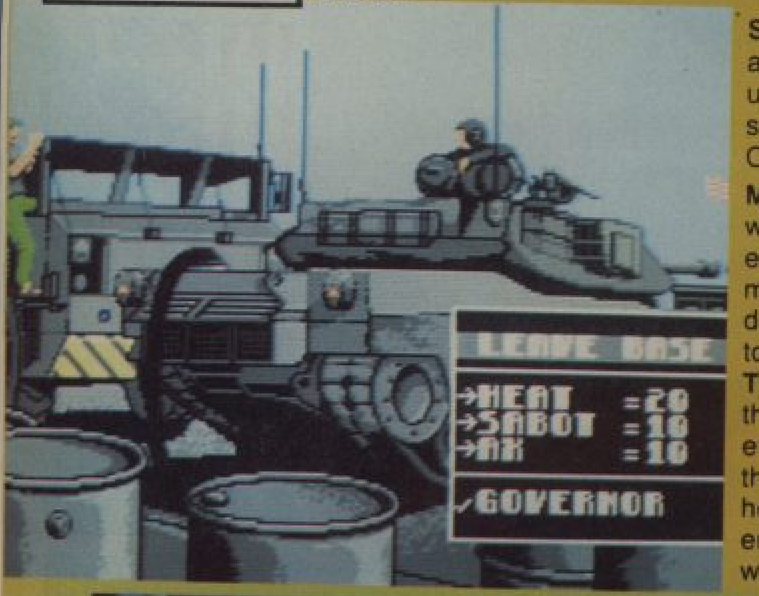


◀ *Lock on to this*

Convoy: Escort and guard a five-truck convoy, protecting the lorries and their vital loads at all costs until they arrive for transportation via cargo plane. Fail and you'll have to answer for your actions...

M1 ABRAMS BATTLE TANK

Nuremberg Highway: Clear the commies all the way along the highway to reopen the supply route to a stranded allied base. Intelligence reports heavy enemy activity, so pack plenty of shells...



Siegen Infiltration: Seek out and destroy enemy bases using unconfirmed helicopter sightings as your only guide. Careful as you go...

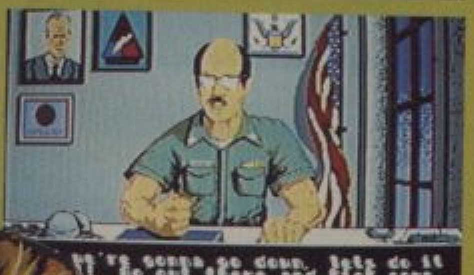
Mass Destruction: Just what it says - destroy all the enemy bases in your area, making sure that your buddies stay safe at home. It's tough being a toughie, eh?

The Road To Bonn: Destroy the river bridge to cut off the enemy's rat run and force them to confront allied forces head on. Oh, take a few of enemy tanks out along the way...





Guess who's ▶ forgotten their toupee?





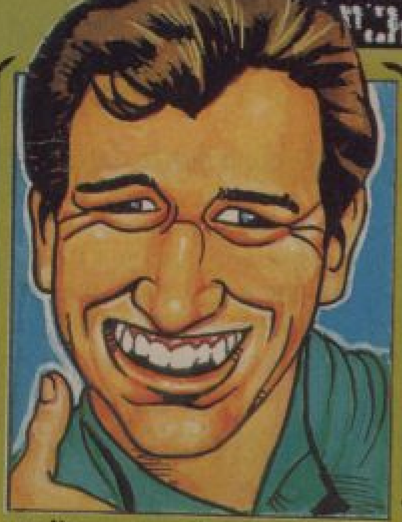
▲ Well done! Target annihilated!

▼ Go on... blow it up!



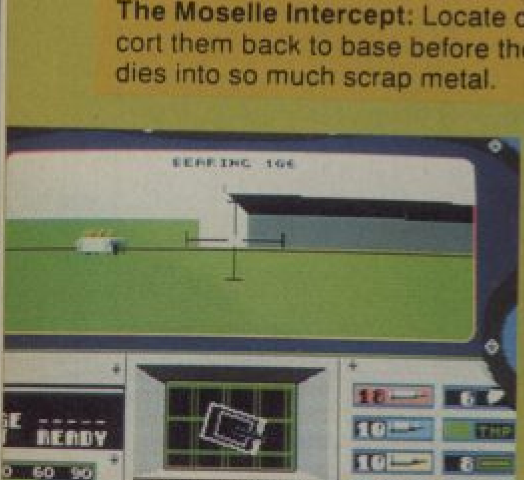
Hanover Push: Destroy the Soviet base near the city using whatever means necessary. In other words, ignore the Geneva Convention completely and just blow those suckers away!

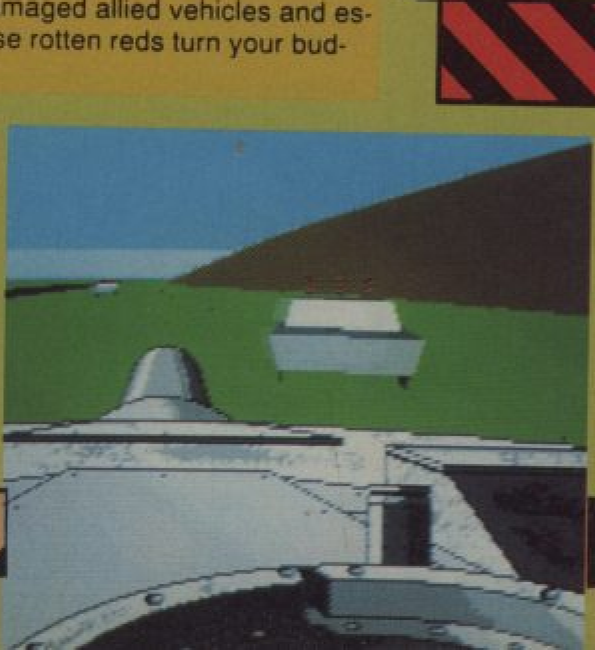
The Moselle Intercept: Locate damaged allied vehicles and escort them back to base before those rotten reds turn your buddies into so much scrap metal.



This must be the first 3D combat sim on the Megadrive - the first of many, by all accounts. If this is the shape of things to come, then I'm sure as hell looking forward to all the others! Sega's little black beauty handles this type of game very well indeed - which is quite a surprise and a refreshing change from all the shoot 'em ups and platform romps we've come to know and love. The 3D works well, there's plenty to do and it's easy to become absorbed in the game - especially with the after-battle rating system. Where M1 does fall down for me is the lastability stakes. Once you've got over the initial awe of enjoying a 3D sim on the Megadrive, it all becomes very so-so and there's no real long-term challenge on offer for the rather hefty asking price. One of those games which is very good but could have been great...

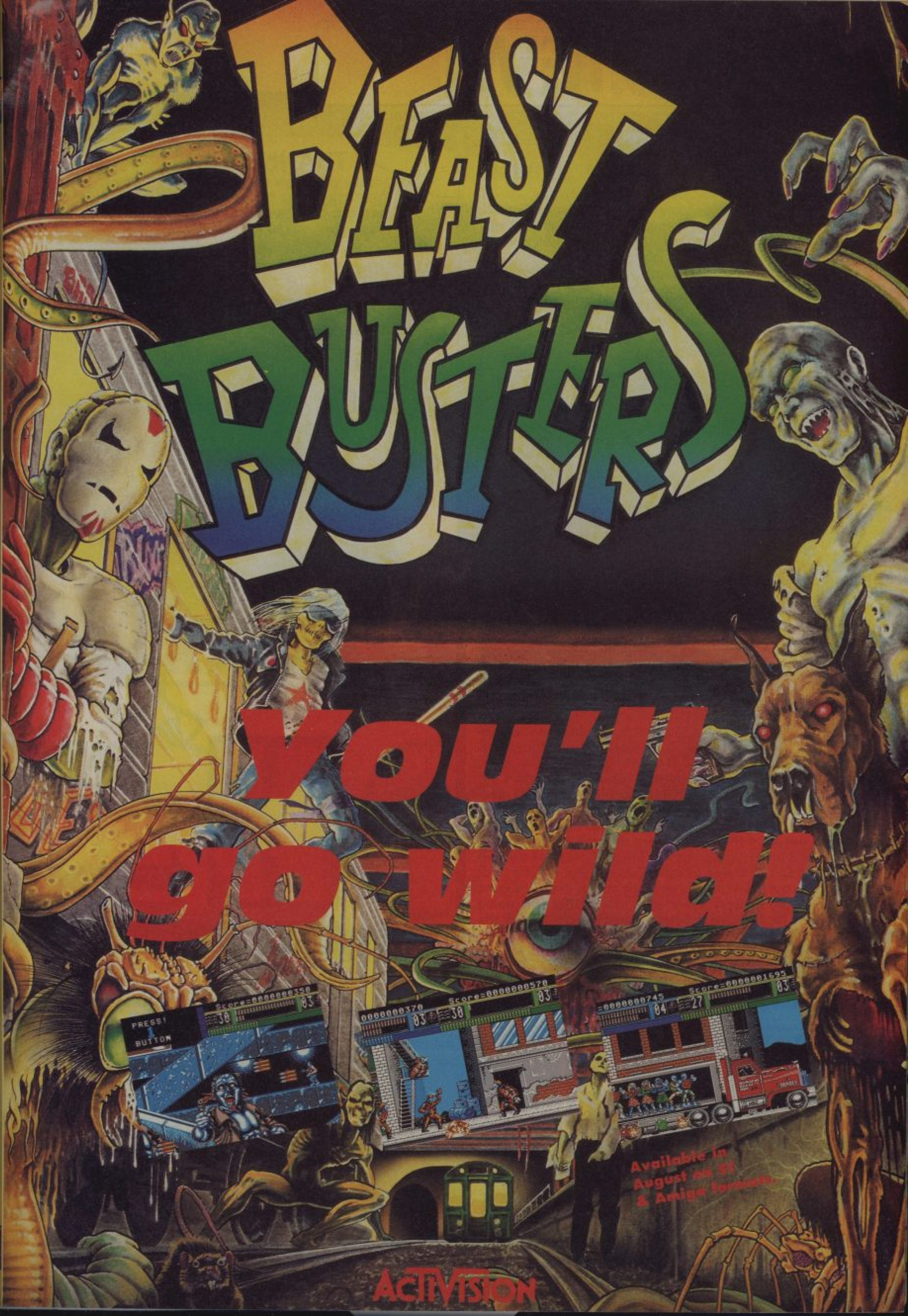
TIM BOONE





MEGADRIVE

GRAPHICS	88
SOUNDS	86
PLAYABILITY	82
LASTABILITY	80
OVERALL	83


BEAST BUSTERS
You'll go wild!
Available in
August on ST
& Amiga formats.
ACTIVISION

REVIEW

PC ENGINE £35.00

BY BULLET-PROOF SOFTWARE

When Alexey Pajitnov came up with the idea for Tetris, he wasn't just creating a game - he was changing the face of home entertainment, transforming millions of ordinary people into shape-addicted puzzle freaks!

Tetris became one of the best-known names in computing gaming - and is one reason why the Gameboy is so popular. Not content with taking over our lives with his first game, the Soviet superstar has dug out his calculator once again to produce the perplexing follow-up - Hatris.

Get set for more strife in all shapes and sizes...

THANKS

Thanks to Console Concepts (0782 712759) for the loan of the Hatris gamecard used in this review.

HAT'S THE WAY TO DO IT!

Hatris is just as the title suggests - Tetris with hats. Various shaped headpieces fall down the screen in pairs, and the object is to place them on the bonces of various folk lurking about at the bottom of the playing area. Whereas in Tetris the idea was to create horizontal lines, Hatris requires the player to form groups of the same hat on one head to clear the set and avoid hitting the top of the screen - Game Over. Sounds easy? It is at the beginning - but just wait until you've completed a couple of levels!



Who says Russians are boring? Not me! First we had Tetris, the game which did more for Western-Soviet relations than the INF Treaty. Now that lovely Mr Pajitnov bursts back with Hatris, which should keep the technologically advanced nations of the world quiet while Gorby mucks around with his Baltics. There's not a lot of difference between this and Alexey's earlier classic once you've stripped it to the bare bones but, like Tetris, that indefinable something which made that game stand out from the crowd flows through his latest creation. As before, graphics are functional rather than attractive and sound is of a similar, average quality - but don't be put off! If there's one title to put the PC Engine back on the gamesplayers' map, it's Hatris. This game could do for the Engine what its predecessor did for the Gameboy. Great fun!

PAUL RAND





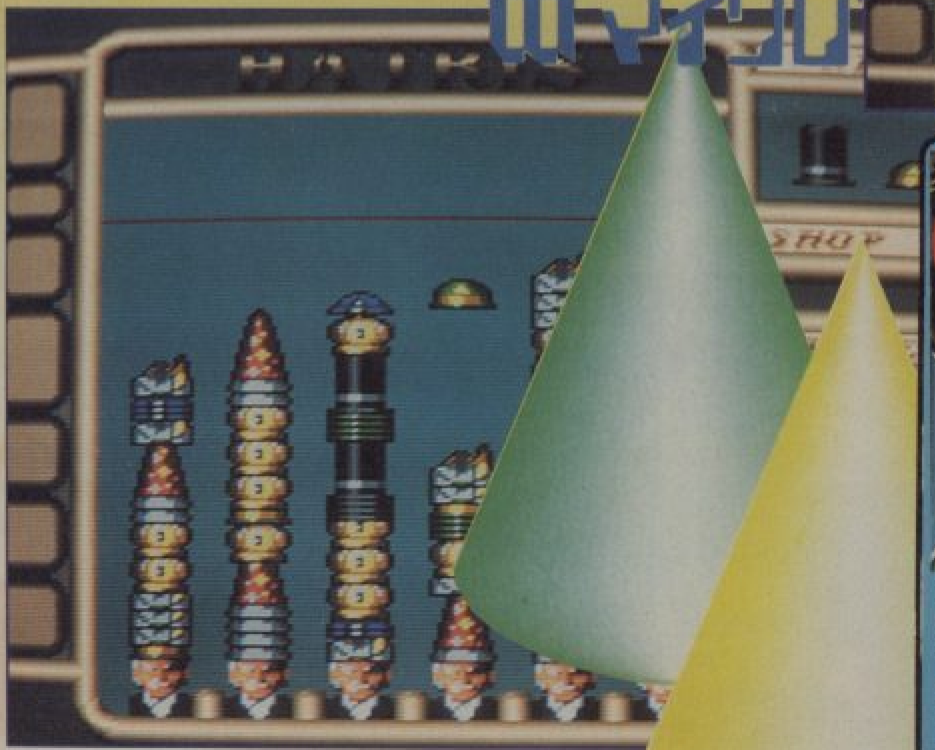




KEEPING YOUR HEAD...

At certain points throughout the game, the player is invited to remove some hats from the playing area in exchange for a new one to play with. Not only that, but from time to time one of the falling hats is replaced with either an orange or blue flame. Orange fire clear away hats until a different type is reached, while those blue burning beauties will incinerate an entire row!







No! Not again! Just when I'd hidden my Gameboy Tetris cart and spent the rest of the week in cold turkey, the Soviets produce this and I'm hooked once again! Hatris isn't exactly a sequel to Tetris, more like a variation on the theme. Graphically it's nothing to write home about - but neither was the original. In the sound department the game is also uninspired - a jolly little tune burbles away as you play. So what is it about Hatris that makes it so special? It's that fabulous gameplay which just blows everything else out of the water! Sorting those hats out to stay alive will soon have you hooked and you'll feel those Tetris sweats coming on as that headgear just keeps on coming! What can I say? As the world waits for Super Tetris, Hatris on the Engine is more than enough to tide us over. Get ahead - get Hatris!

TIM BOONE

TRIS

ハットリス





PC ENGINE

GRAPHICS	70
SOUNDS	73
PLAYABILITY	90
LASTABILITY	92
OVERALL	88

HuCARD

FLY HIGH WITH CVG

AT THE GREATEST SHOW ON EARTH!!



PSSST! Want to hear about the biggest and best computer games event in Europe? Want to play all the hottest games under one roof? Want plenty of freebies, competitions, celebrity appearances and loads of other great stuff? Then zoom on down to the European Computer Entertainment Show - the main event for big-time gamesters!

As the world waits for the biggest show in the entire continent, here's a quick CVG sneak preview of some of the amazing things you can look forward to at this year's amazing ECES.

Held at the New Earl's Court, the show runs from September 6-8, and for your 7 entry fee (from which a donation goes to the Prince's Trust) you can look forward to so much it brings us all out in goosebumps just thinking about it.

First off, you might get on the radio or maybe even the telly! Radio One will be covering the event on the Friday morning, with DJs Jackie Brambles and Simon Mayo waking up the nation to the sound of the show.

They'll have plenty to talk about, too. This year's show - the main event in Europe - is packed so brim full of goodies we can't mention them all, so here are just a few to whet your appetite.

The world and his uncle will be there to show you all the latest hardware and software for your machine: and allow you to play their games for nowt! Some of the goodies on show will be so brand-spankingly new that even the CVG crew won't have seen them - and that's saying something!

Talking of which, come and meet the team who put together Britain's favourite games mag at the Emap Images stand, where we'll be getting up to all sorts of stunts, contests and the like. Who knows - you may even get a go on Sega's utterly incredible R-360 arcade experience!

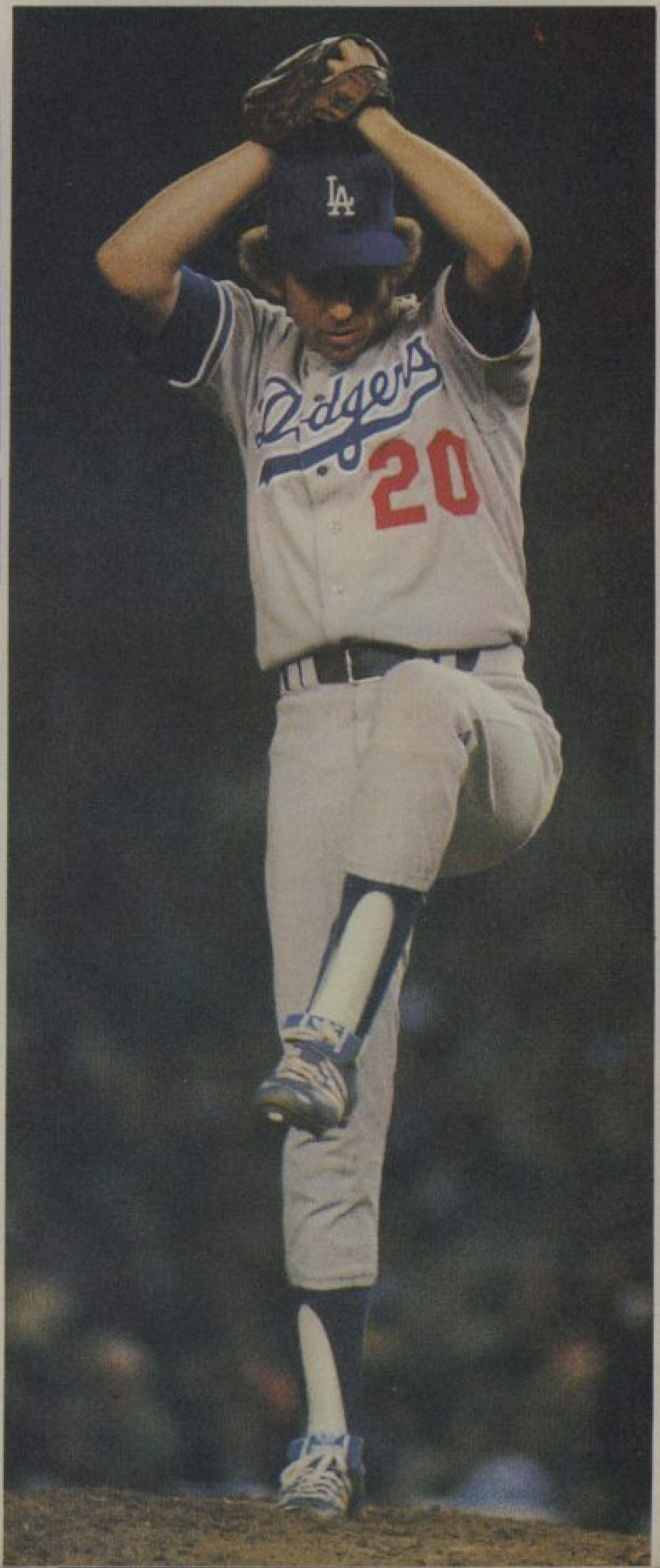
What with a Karaoke booth, sponsored Gameathon, pop star appearances, half-pipe skateboarding and BMX, Kick Off Challenges, sports star appearances, mime and juggling demos, games, games and more games this is going to be THE main event of the year. You'd be a right wally to miss it, so look out for next month's CVG for a full lowdown on the show to end 'em all!

RBI BASEBALL

GAMING GOODIES UP FOR GRABS!!
COURTESY OF DOMARK

STRIKE ONE! Calling all bit hitters! Here's your chance to win big with RBI Baseball in another great CVG compo - courtesy of those fine gamesters at Domark!

STRIKE TWO! We've got a whole bunch of baseball goodies up for grabs. The lucky winner gets to walk away with a whole boxful of RBI prizes - including a snazzy RBI Baseball jacket, genuine catcher's mitt, super-cool RBI cap, a hefty wooden baseball bat and ball!



Probably the best home computer baseball game around at the moment, RBI (which stands for Runs Batted In) puts you slap bang in the middle of the action, capturing all the excitement of the all-American sport. You can choose to bat or pitch and view the action from a variety of cameras as you square up to your opponent and try for that big home run!

So what do you have to do to be the envy of the all and sundry by scooping Domark's top prize, getting your name printed in CVG and basking in all that baseball glory? Simple. Just tell us, in no more than 20 hilarious words of wit and wisdom, why you should have the goodies. You can beg, grovel, make veiled threats or try to reason with us - but the funniest entries will be the winners!

So put on your thinking cap, get scribbling and post your entry off to: I'M A BIG HITTER BECAUSE..., RBI BASEBALL COMPETITION, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Don't forget to add your name and address or we'll throw your entry straight in the bin and laugh at you for being a silly so-and-so!

Small print: Once again all the usual CVG competition rules apply, so if anyone even remotely connected with EMAP or Domark tries to enter they will be instantly disqualified, paid a visit by Paul Rand's hairdresser and thrown to the lions. The Editor's decision is final, so no bad losers, so there. Still reading? Good for you, so here's a tip: get the words RBI Baseball into your slogan and you'll have a better chance of winning. Bet you're glad you saw this!


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TIME 0:51
RING 23
SCORE 0
TIME 1:28
RING 16
SCORE
TIME
RING 8
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SCORE 3100
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BY TITUS

Prehistorik the caveman is hungry - so hungry he could eat a horse. Unfortunately the good old local Tyrannosaurus Rex has eaten all the horses, so he'll just have to find something else for himself and the rest of the T-Bone tribe to chow down on.

But would you credit it? All the local Kentucky Fried Pterodactyl restaurants are closed and nobody can stand the McUg's Mammothburger with Cheese (those round, green things are awful!). So it's left to Prehistorik to search out mountains of grub with the aid of his club. And what nosh is he going to cosh? Anything he can get his hands on - from animals to whatever they have hidden in their caves. But Prehistorik has failed to reckon with his intended prey - the many creatures of his land, ranging from baby dinosaurs in the mountains to penguins in the Arctic and grizzly bears in the forest. Not only those, but at the end of each land is a big baddy which our pre-historic hero must overcome before he is allowed to travel to further areas.

Prehistorik is not completely on his own out there, though. At various points throughout the game appears a guru who, on receiving a good bashing, leaves behind a useful item. Not only that, but placed close to otherwise impassable areas such as oceans are balloons and hangliders to sweep Prehistorik (reasonably) safely to firmer ground...



▶ Hope Greenpeace don't see this!



PREHIST



▼ Prehistorik gets a huge stork in the forest.



GRAB THOSE GURU GOODIES!

Along the way you'll bump into the guru, hovering quietly above the ground, bothering nobody in particular. He's got some lovely bonus items handy, but how do you persuade him to hand them over? Easy - just bash him a few times over the bonce to receive one of the following:

ALARM: Increases time



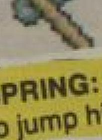
BOMB: Knocks out all the creatures on the screen



SHIELD: Makes Prehistorik invulnerable for a short time



AXE: Knocks out animals with one blow



ANKH: Grants an extra life



SPRING: Allows Prehistorik to jump higher and farther







▲ *Looks like the grizzly's been at the mushrooms - he's seeing arrows!*

▼ *The fish look unhappy and rightly so!*







HILARIOUS HISTORIC HEROICS!

So this is why Stone Age Man took so long to invent the wheel - he was far too busy mucking around in the air!

Prehistorik has balloons and hangliders positioned near to otherwise impassable areas of his world to send him soaring through the clouds and back to earth to continue his hunt!

TORiK

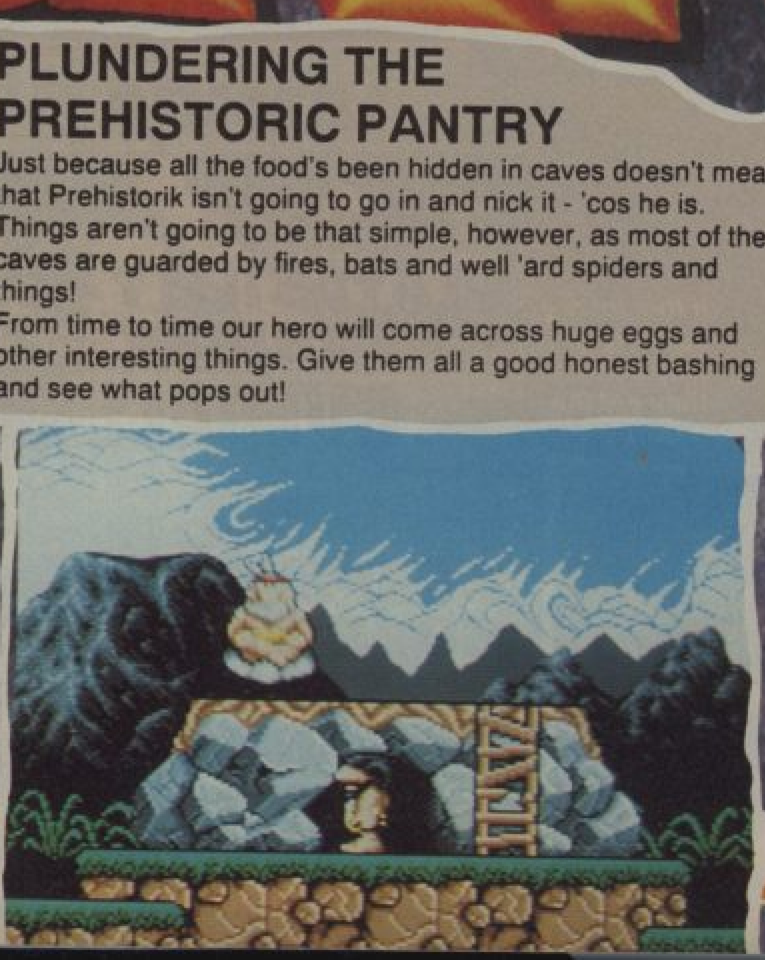




PLUNDERING THE PREHISTORIC PANTRY

Just because all the food's been hidden in caves doesn't mean that Prehistorik isn't going to go in and nick it - 'cos he is. Things aren't going to be that simple, however, as most of the caves are guarded by fires, bats and well 'ard spiders and things!

From time to time our hero will come across huge eggs and other interesting things. Give them all a good honest bashing and see what pops out!



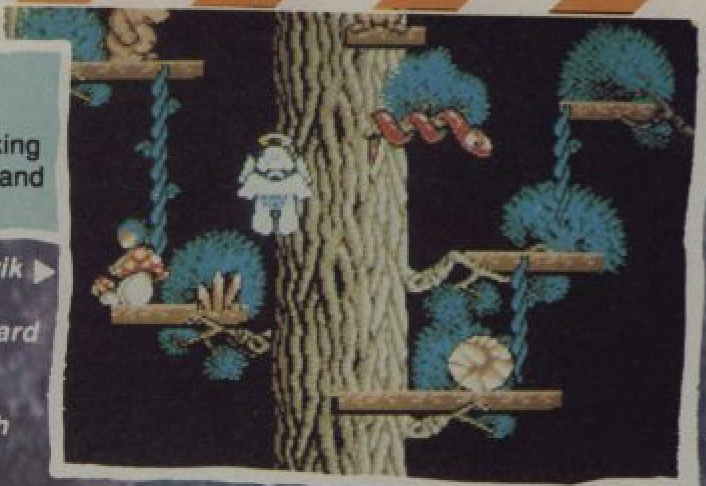


For some reason there's a fair bit of interest in the Stone Age lately, what with Chuck Rock and now this offering from Titus. What hits you first about Prehistorik is the graphical humour - from the squat, big-nosed hero himself to a wealth of jolly adversaries, including a stork bearing a more than passing resemblance to Big Bird from Sesame Street and a swordfish with a five o'clock shadow! Playing the game is a joy - it's tough but never really frustrating, although long-term playability may be in doubt due to the rather simple nature of the game. Sound is well done, especially the various tunes which add quite a raucous atmosphere to the proceedings. It's fast and furious and, at the end of the day, a good laugh. What you may not know is that Prehistorik was produced using the STOS game designer! Unbelievable or what?! Prehistorik isn't what you'd consider an essential purchase, but you certainly wouldn't be embarrassed with this in your software collection.

PAUL RAND

YOU'RE STUCK, OLD SON!

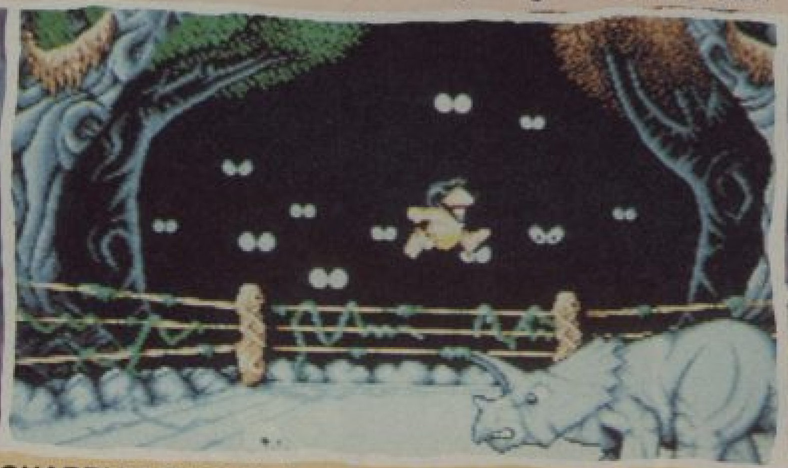
Every so often Prehistorik hits a big obstacle - unless, of course, you beat the living daylights out of whoever's blocking his passage (oo-err). Each land has a guardian at the end and it's him you'll have to sort out if you're to go any further...



Prehistorik heads heavenward while the squirrel plays with his nuts.



GUARDIAN ONE: It's not size that's important - honest! He may be big but this Tyrannosaurus has an Achilles Heel (or should that be foot?) which will swiftly bring him down to size.



GUARDIAN TWO: No butts about it - it's going to take more than a few softly-spoken words and a sugar cube if Prehistorik is to calm down this charging Rhinosaurus.



GUARDIAN THREE: Okay, so his is bigger than yours, but it's what you do with it that counts. So use your head - or at least, use your club on the giant's head.







If this lot are so hungry why don't they eat the parrot?

The first thing to strike you about Prehistorik (apart from that lethal-looking club) is the overwhelming humour in the game. The graphics are great - ranging from some horrific enemies to lovely wide-eyed little creatures so cute the very last thing you want to do is eat them! The game also plays very well - incredible when you realise it was put together using the STOS designer - and the theme tune is one of those which rattles around in your brain for absolutely ages! After a while the game can become rather repetitive - it's quite a bind having to trudge back through the screens to find food you missed first time round. That said, Prehistorik is a hoot from the first swing of the club to the last stone-age enemy to bite the dust. If you're looking for laffs, and a fair old challenge to boot, club together some cash and shuffle on down to your nearest softshop today!

TIM BOONE

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SOUNDS	86
PLAYABILITY	75
LASTABILITY	76
OVERALL	80

ST

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SOUNDS	82
PLAYABILITY	78
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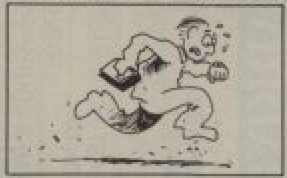
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SUPER FAMICOM	£P.O.A.
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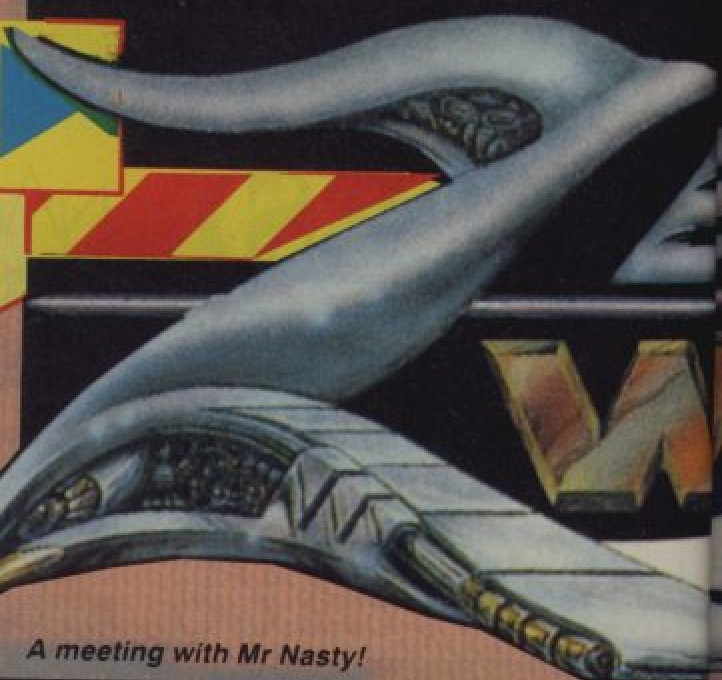
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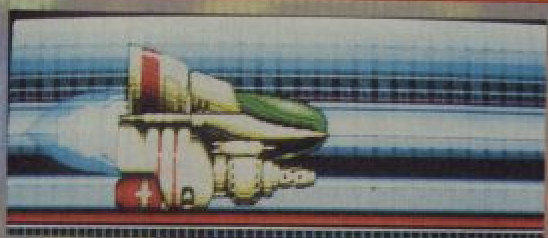
REVIEW

MEGADRIVE **£31.00**

BY TOAPLAN







So there you are, standing in the launch bay of the mothership, checking the controls of your latest top-level fighter - the Zero Wing, a real breakthrough in military technology. Designed and constructed by the finest in the field, this blasting little beauty is more than a match for the opposition.

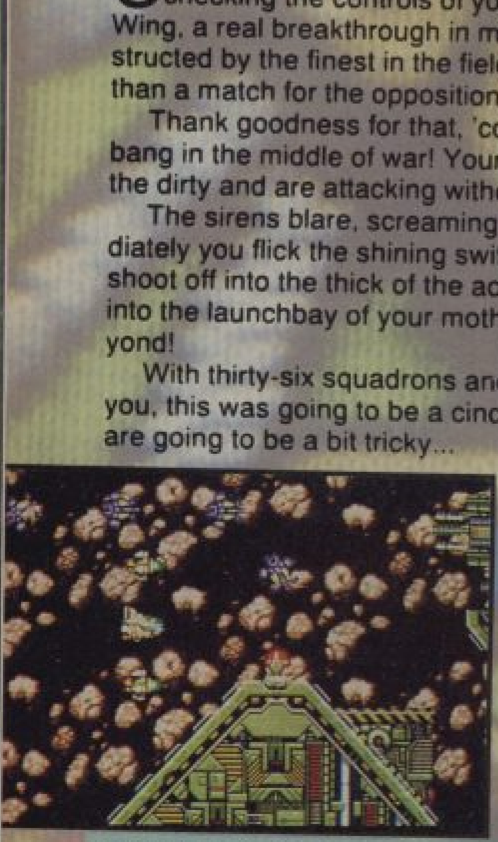
Thank goodness for that, 'cos right now you find yourself slap-bang in the middle of war! Your former allies the CATS have done the dirty and are attacking without warning!

The sirens blare, screaming for an emergency scramble. Immediately you flick the shining switches, pull back the throttle and shoot off into the thick of the action just as a gamma missile soars into the launchbay of your mothership, blasting it to the back of beyond!

With thirty-six squadrons and a three-mile battlecruiser behind you, this was going to be a cinch. Now that you're all alone, things are going to be a bit tricky...

▼ *A meeting with Mr Nasty!*



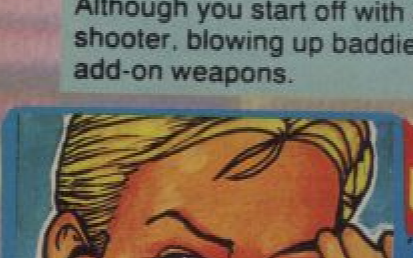






WHAT A LOT YOU'VE GOT!

Although you start off with a pretty crabby single-shot pea-shooter, blowing up baddies gives access to some rather tasty add-on weapons.



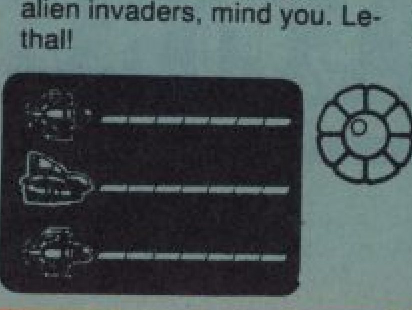
The Megadrive is looking good: what with fabby platform games in the guise of the awesome Sonic The Hedgehog and now shoot 'em ups with the well 'ard Zero Wing. I'd not be too far off the mark to say this is probably as close a copy of R-Type as you can get on Sega's 16-bit cracker, what with the various pick-ups and shields, the novel approach to front-end, bolt-on security and the general layout of the levels which will test the most hardened blast bandit on the simplest setting. Graphically, Zero Wing cannot be faulted, from the great intro sequence to the quality and workmanship of the sprites and backdrops in the game. The programmers haven't copped out in the sound department either - catchy, raucous tunes and seat-of-the-pants SFX are the order of the day. This game is just a pleasure to play!

PAUL RAND

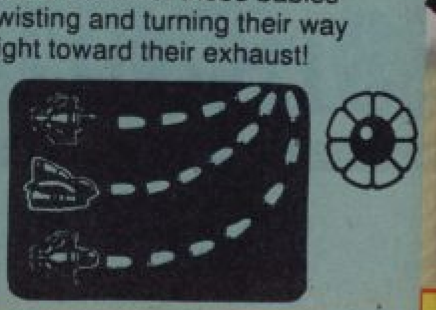
DRONES: Put one above and one below your ship to triple your firepower and seriously huff those bad guys. Without these little cuties you might as well wave bye-bye to life, the universe and everything!



LASERS: Not the kind that doctors use to get rid of nastiness in the innards - does the same sort of thing to alien invaders, mind you. Lethal!



GUIDED MISSILES: Just imagine the state of the enemies' trousers when they see a dozen of these babies twisting and turning their way right toward their exhaust!







▲ *Messing with an enemy legion.*

THANKS

Thanks to Console Concepts (0782 712759) for the loan of the review cartridge.



SPEED: As the name suggests, this adds more "ooh" to your boosters for that extra special oomph and faster action all round!

Each of these weapons can be boosted by up to three times their initial strength, which should wipe the smug grins off the faces of your adversaries...

GO WILD WITH THE CATS...

Here's a quick lowdown on some of the goodies (and baddies!) in store across the eight luscious levels of Zero Wing. So strap yourself in and prepare for a flight and fight to remember...

LEVEL 1: It's all systems go as all sorts of early nasties try to tell you it's time for an early bath. Just grab one of them with your on-board suction gun and make that sucker pay by taking all the shots! Old ugly the end-of-level boss is fairly quickly conquered.





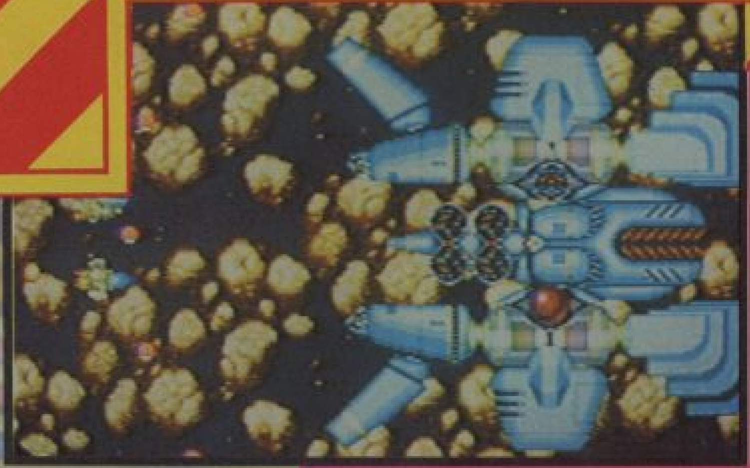
Bio-mechanical nastiness.

LEVEL 2: The squares are everywhere as you take on the CATS' secondary defence systems, trying to manoeuvre through the moving obstacles to confront a massives circular beast which spits shoots missiles from its mouth!



guardian about to meet its doom!

REVIEW ZERO WING



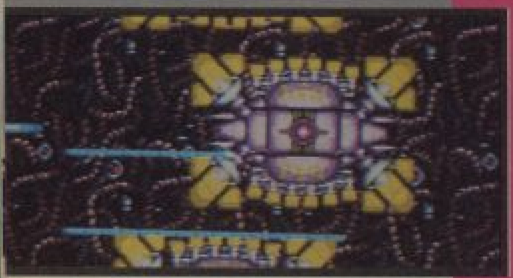
The Zero ▶ Wing fires for all its worth!

LEVEL 3: Now the action takes place in a metallic world full of all manner of robotic rogue, including a huge end-of-level cybernoid who makes the Terminator look like Basil Brush! And if robots have feelings, he's definitely in one helluva bad mood.

LEVEL 4: The shortest stage, this involves staying alive while flying around a ginormous spaceship numbered 9999. This huge horror isn't going to go down without a fight...



LEVEL 5: Fly through the wire netting to take on anything the enemy can chuck at you (which is quite a lot, actually) and watch out for the platforms on legs! Move through some R-Typeish backgrounds and blow the enemy domes back where they belong!



LEVEL 6: The CVG choice for best level of the lot! Simply brilliant. Wait for the robots to dig tunnels through the landscape and follow them through, avoiding all those nasties hell-bent on your destruction. Survive this (hah!) and...

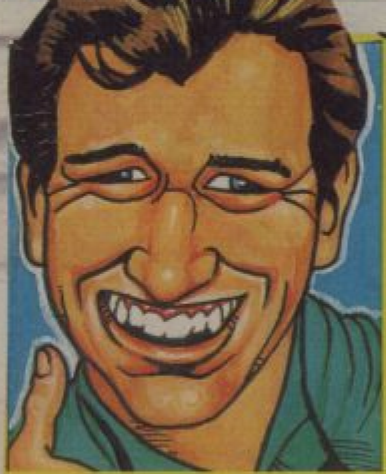


LEVEL 7: Recoil in horror as you witness the exploding skulls of doom! Watch out when you blow these bony baddies away, because they fragment into tiny pieces of lethal shrapnel! If that's not enough, you've then got to contend with the mother of all aliens - tentacles and everything! Get through that in one piece and...



LEVEL 8: You've reached the final challenge. Now those crazy CATS are absolutely spitting fury, and we're not going to tell you anything about them except to say they're mad and bad. Survive all that and prepare yourself for a showdown with the Big Boss. Oh, be sure to pack your brown trousers...





Here it is - the game which breaths new life into shoot 'em ups on the Megadrive! Just when we thought we'd blown away the last alien horror and were getting just a bit bored with the so-so sameness of it all, along comes Zero Wing to blow the boredom away! With its super-smooth gameplay, beautifully defined graphics, rocking sound track, amazing explosions and incredible end-of-level bosses, this game has the lot! I suggest you wimp out and begin playing the game on easy level - otherwise you won't see too much because those bad guys are lethal! This is an extremely addictive blaster you'll return to again and again until those uncool CATS have finally bitten the dust and you've saved the galaxy once again. Zero Wing is one of those carts which sits there just begging to be played until you finally crack and give it another go. Gimme, gimme, gimme...

TIM BOONE

FUN WITH TRACTOR BEAMS VOL 638

Unfortunately this universe doesn't give you floating defence pods to attach to your spacecraft, unlike some we could mention. But don't despair, for in Zero Wing you're equipped with a handy beam which allows you to grab hold of a bad guy and slap him onto the front of your ship!



MEGADRIVE	%
GRAPHICS	92
SOUNDS	93
PLAYABILITY	90
LASTABILITY	89
OVERALL	93

DEUTEROS

Actual 16 Bit Screens

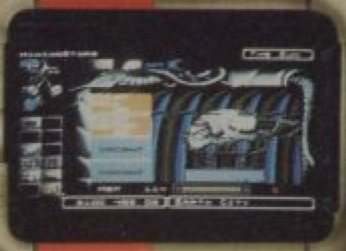
THE NEXT MILLENIUM

It is the end of the 31st Century. Nearly one thousand years ago man colonised the moon, and from there created a range of human mutations which were left to develop other planets. At the same time, life on earth was destroyed by a cataclysmic climatic change.

Now the mutant races are at war with each other, and man has returned to Earth, rebuilt civilisation, and forgotten about past adventures.

Deep in Earth City, plans have been made to explore space again. The race has started to develop Earth's resources, to research new technology, to build for future adventures.

You must control the training, research, resources, production and stores of Earth City in a complex strategic battle to maximise the planet's supplies. You must construct and pilot the hi-tech space shuttles and ships needed for mankind to venture out into the furthest reaches of the war-torn solar system. Operation Deuteros has begun.

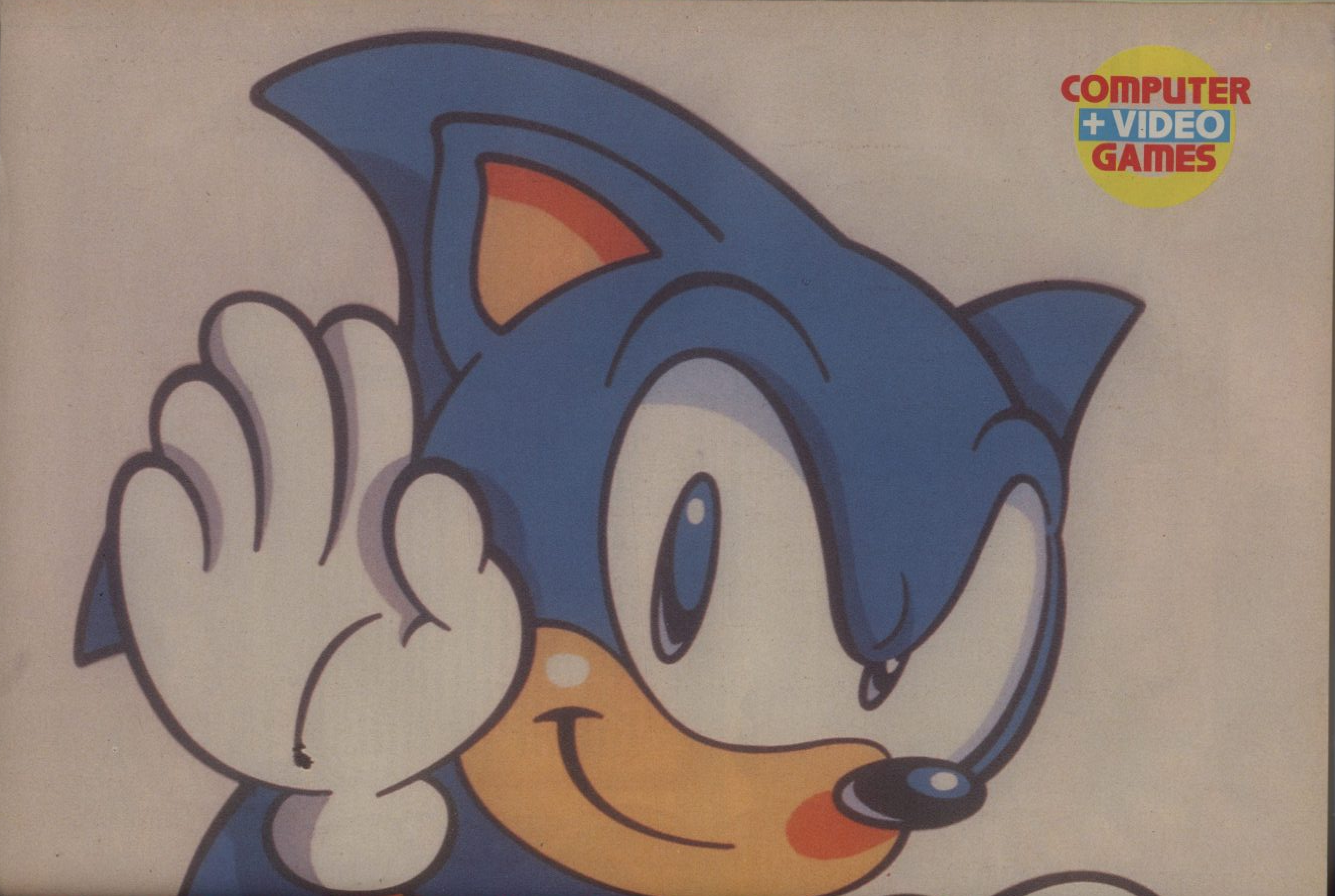




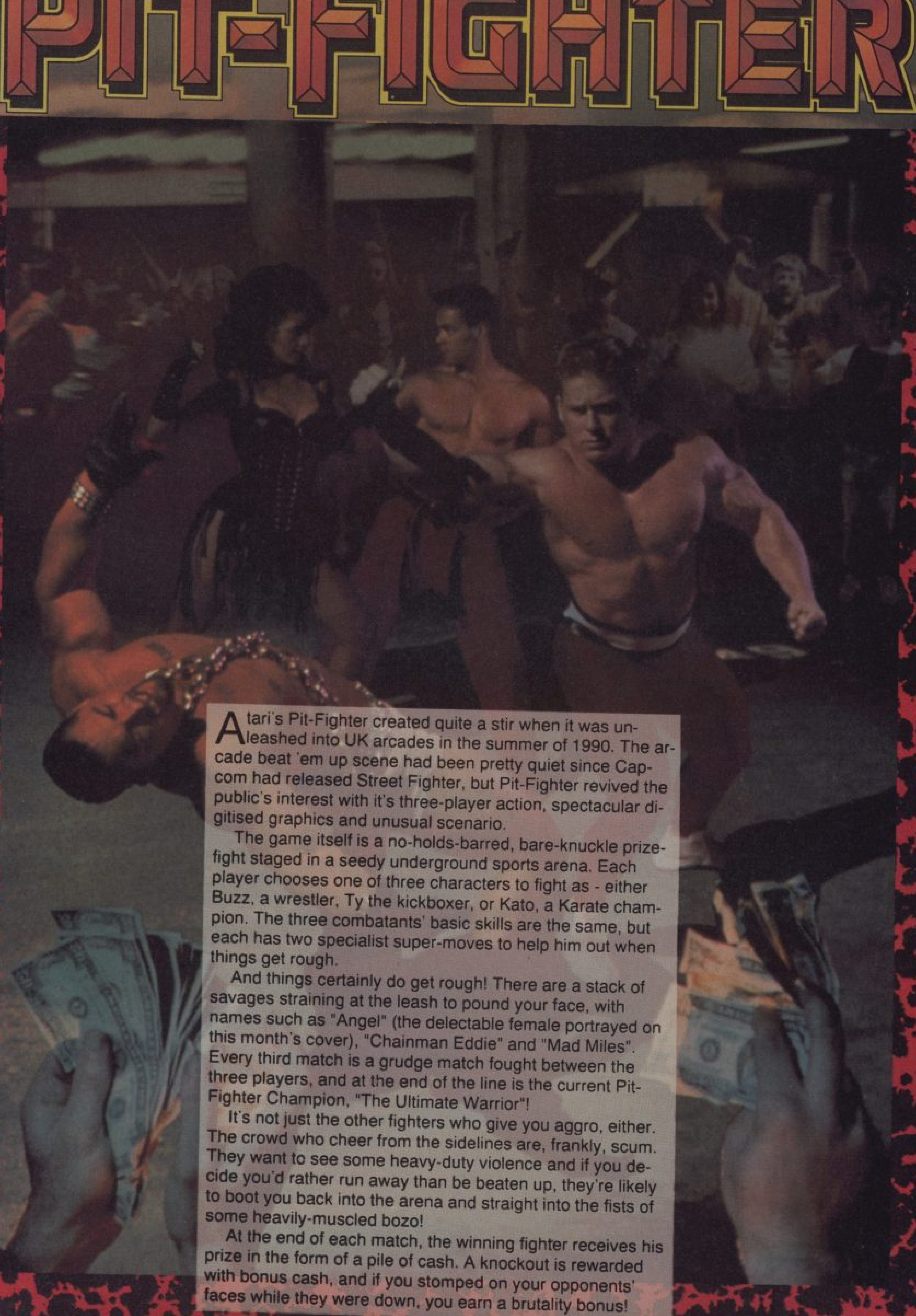


Available in August on Amiga & Atari ST

ACTIVISION


COMPUTER
+ VIDEO
GAMES

PIT-FIGHTER



Atari's Pit-Fighter created quite a stir when it was unleashed into UK arcades in the summer of 1990. The arcade beat 'em up scene had been pretty quiet since Capcom had released Street Fighter, but Pit-Fighter revived the public's interest with it's three-player action, spectacular digitised graphics and unusual scenario.

The game itself is a no-holds-barred, bare-knuckle prizefight staged in a seedy underground sports arena. Each player chooses one of three characters to fight as - either Buzz, a wrestler, Ty the kickboxer, or Kato, a Karate champion. The three combatants' basic skills are the same, but each has two specialist super-moves to help him out when things get rough.

And things certainly do get rough! There are a stack of savages straining at the leash to pound your face, with names such as "Angel" (the delectable female portrayed on this month's cover), "Chainman Eddie" and "Mad Miles". Every third match is a grudge match fought between the three players, and at the end of the line is the current Pit-Fighter Champion, "The Ultimate Warrior"!

It's not just the other fighters who give you aggro, either. The crowd who cheer from the sidelines are, frankly, scum. They want to see some heavy-duty violence and if you decide you'd rather run away than be beaten up, they're likely to boot you back into the arena and straight into the fists of some heavily-muscled bozo!

At the end of each match, the winning fighter receives his prize in the form of a pile of cash. A knockout is rewarded with bonus cash, and if you stomped on your opponents' faces while they were down, you earn a brutality bonus!


PIT-FIGHTER
WANNA
COMPUTER
+ VIDEO
GAMES


PLAY?
DOMARK

HARD-HITTING GRAPHICS!

Pit-Fighter's graphics were one of the features that set it apart from other arcade fighting games. For a start, ALL the graphics are digitised, so the fighters are actually real people who have been filmed performing their different actions.

The arena is displayed in 3D, and the screen scrolls and actually zooms smoothly in and out to keep the fighters in view. The fighters can move around each other over the full area of the arena, and the sprites expand smoothly when they come to the front of the pit, and shrink when they move away.



CONVERSION KICKING!



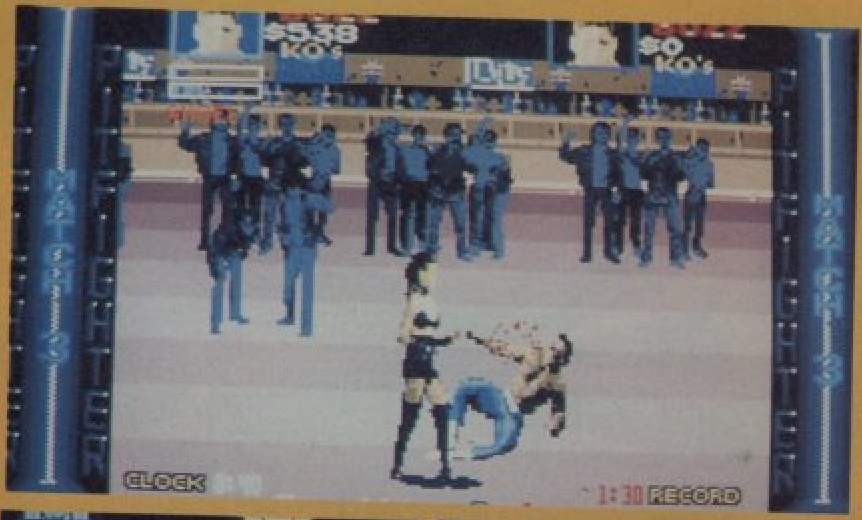




Incredibly, Domark's conversions of Pit-Fighter manage to replicate the arcade game's powerful graphic effects very well, thanks to some pretty swish programming by the guys at Teque (who also produced Badlands for Domark). All versions (except, possibly, the C64 version) feature digitised graphics and sprite expansion, which look amazing on the Amiga as these screenshots demonstrate. PC fans are in for a treat, as Domark promise the PC version will use 256 colour VGA graphics to make the game look EXACTLY like the coin-op!

What Domark haven't been able to include is the game's three player mode, but they have managed to keep a two player mode which should be enough to satisfy most people. As in the arcade game, though, you do get the choice of three characters to fight as.

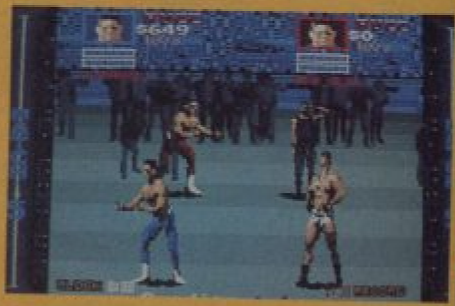
The conversions will be available on Amiga, Spectrum, Amstrad, C64 and PC in the Autumn.





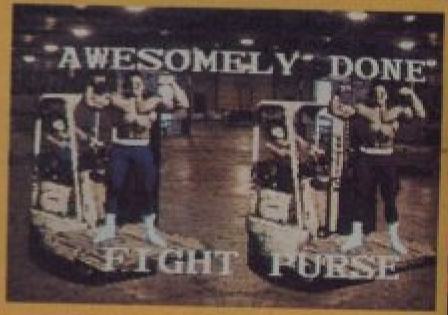


CONSOLE CLOBBERIN' TIME!









Although Domark aren't responsible for them, conversions of Pit-Fighter are due to appear on the Megadrive, the Super NES (the Super Famicom) and, believe it or not, the Game Boy!

The Megadrive version is due out in the USA in the Autumn and, hence, will doubtless be available through importers soon. Tengen are doing the programming for this version, but from what's already been seen at the recent Chicago CES, it looks like they haven't been able to get the sprite-scaling out of the Megadrive's graphics chips. However, the three buttons on the joypad will easily be able to emulate the three buttons on the coin-op, making the game slightly more comfortable to play than the computer versions.

Pit-Fighter should be right up the Super NES' street, because the machine's special graphics chips can make light work of recreating the game's super-smooth scrolling and sprite-scaling. Toy Headquarters Inc of America have managed to program all of the coin-op in (apart from the three player mode) and they reckon that it "plays just like the arcade game" (apart from the three player mode).

Toy Headquarters Inc are also programming the Game Boy version, which should be... ah... rather more challenging than programming the Super NES version. Again, THQ reckon it "plays just like the arcade game!", and while sceptics may scoff, It is said that the way the Game Boy handles its screen memory makes the sprite scaling easier than you would expect. We can but wait and see...


SEGA

CHEAT MODE

Welcome to yet another Cheat Mode, the section that means you get the latest, greatest cheats for all formats whilst I get the lovely job of opening all your letters and absorbing all your words of wisdom. Mind you, I'd have had far less mail to sort through if you hadn't sent in all those Lemmings codes. Forty-three (count 'em) letters of codes this month, so apply your tip-dealing talents elsewhere. A hundred smackers in cold cash goes to Simon Sleight of Spalding for his topping SWIV guide. No-one sent in any decent maps, so the maps prize remains unclaimed. If you've got any maps or (new) tips then send 'em in to me at CHEAT MODE, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

AMIGA

NARC

It's a tough life, tracking down those evil drug lords - but not if you take advantage of this fab cheat from Brendan Glynn of Widnes, Cheshire. When the game begins, walk right until you reach the first dustbin. Kneel down and keep shooting at the bin until it turns blue. You now possess infinite lives.



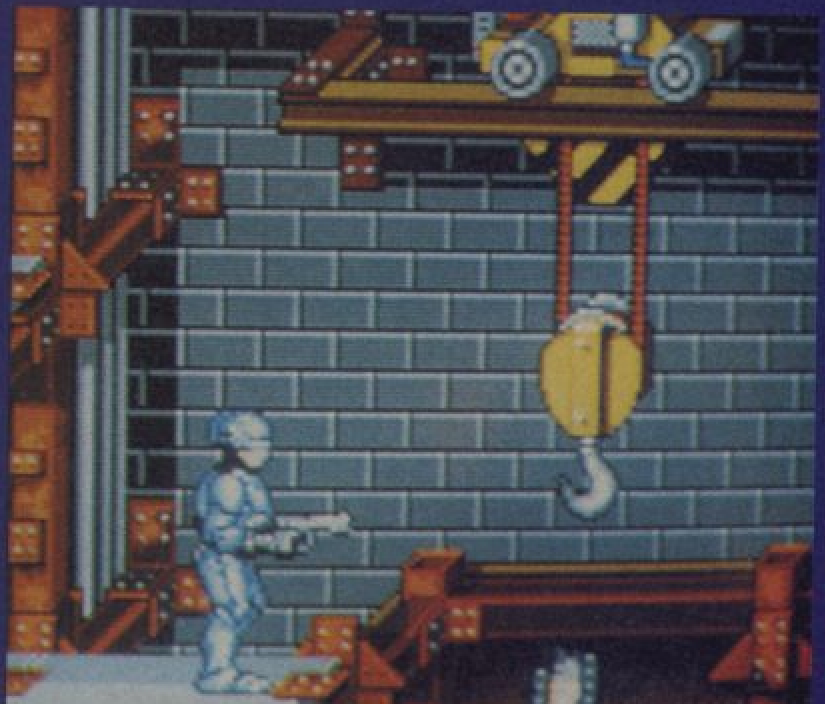
ATOMIC ROBOKID

If you're having a spot of bother guiding the computer gaming's cutest dustbin through his quest, try this from Kin Wah Wong of Leeds.

On the title screen type **TUESDAY 14TH** and a whole load of Robokids are yours for the wasting.

PANG

Brendan Glynn again, this time with a brill tip for this crazy balloon-bursting coin-op conversion. On the Map screen, type in **WHAT A NICE CHEAT**. The map turns purple, allowing you to select any level.



GOLDEN AXE

Here's a jolly tip from Andrew Turner and Matthew Collins of Coventry, who not only enjoys sorting out hordes of enemies but also goes searching for them too! When you spot any flashing GO sign, stay exactly where you are. After several seconds, up from the ground rise black skeletons which you can hack and slash for extra points.

SHADOW OF THE BEAST 2

It's tiring having only the one life in this graphic spectacular from Psygnosis, especially when you consider the amount of enemies simply itching to steal it from you. Andrew Seeley of Nuneaton has come to the rescue with a simple little cheat to combat the problem.

From the start, run right toward the dwarves in the wood. Position yourself so that the first dwarf speaks-to you but doesn't start hurling spears. Press **A** to ask a question then type **TEN PINTS** and hit **RETURN**. You are now impervious to enemy attack, although you will have to restart the game should get get stuck in the waterfall rocks, etc.



TEENAGE MUTANT HERO TURTLES

The first film's out on video, the sequel's at the flicks soon, and you can whet your appetite for it's arrival with this tip from Jaimes Arndd from W Midlands.

When asked for the security code, type in **8859** and then **1506** before entering the correct code, then type **HELP** to receive infinite toitles.



TOTAL RECALL

He'll be back...and he is, too. Paul Jolly, that is, with tips for the latest Arnie extravaganza. Type **LISTEN TO THE WHALES** on the title screen with Arnie's face on it. The screen will flip and you will be immortal for the first level.

At the start of level two type **JIMMI HENDRIX** (if this doesn't work try **JIMMY HENDRIX**). Do the same on level five.

TURRICAN 2

What better than a useful little cheat to go with this HIT! sequel to the fab Turrican. Thanks to Paul Jolly from Newbury for this one: Press **SPACE** on the title screen to enter the sound test screen. Now press **1**, then **4**, followed by **2**, then **ESC** twice. The game begins with infinite lives and power lines.



ATARI ST

SLY SPY

Warren Lee of Seven Oaks has sent in this great tip for Ocean's James Bond-inspired hero. Type in 007 as your code and on the scoreboard enter your name as **SHAKEN NOT STIRRED** for infinite lives.



JAMES POND

Another secret agent, another cheat, this time from Adam Southam of Croxley Green. To take the aquatic adventurer to the sixth level, free all the lobsters of level one then go to the pipe which you emerge from at the start - a little to the left of this pipe is a secret warp to level six!



CHUCK ROCK

How would you like to advance a level or two in this brilliant ug 'em up? Well, take heed to what Barnsley's Allan Smith has to tell you.

On the title screen type **TURN FRAME** and press 1 to 5 to select a level. Alternatively, type in **MORTIMER** and F1 to F5 to pick a zone.



C64

BOMBER

It's unusual to see cheat modes for flight sims, but Chris McLean from Palmwoods in Waltzin' Matilda Land has persevered and come up with this cracker.

On the high score table enter your name as **KYLIE** (with a space before the K) in order to access any mission.

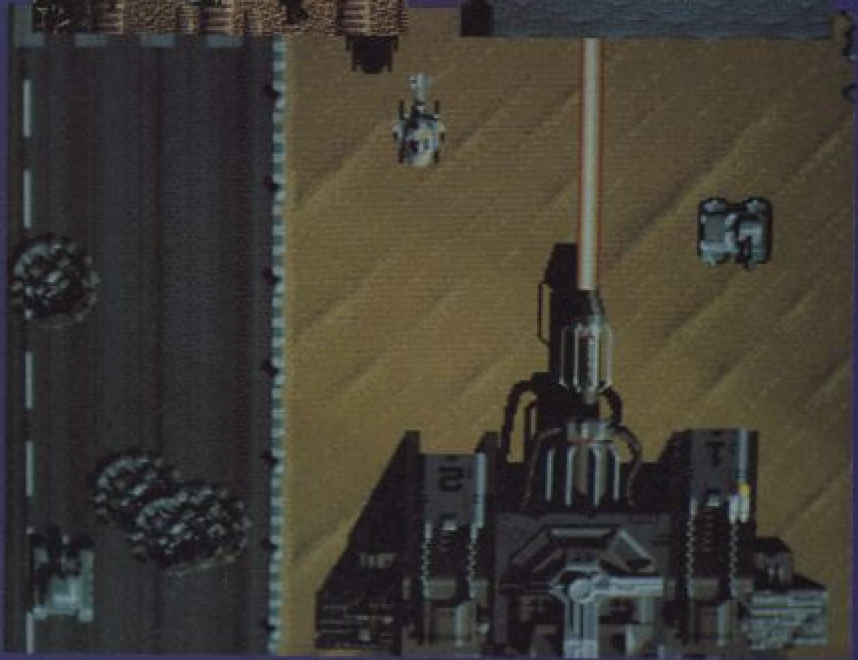
SWIV

This well 'ard shoot 'em up has been played to death by Robert Pogmore of Biggleswade. So much so that he's even discovered the following handy hints to make alien devastation that much simpler...

When the game starts pause the game by pressing **H**, then press the **CTRL** button. Unpause and continue the game with infinite lives.







RUFF 'N' REDDY

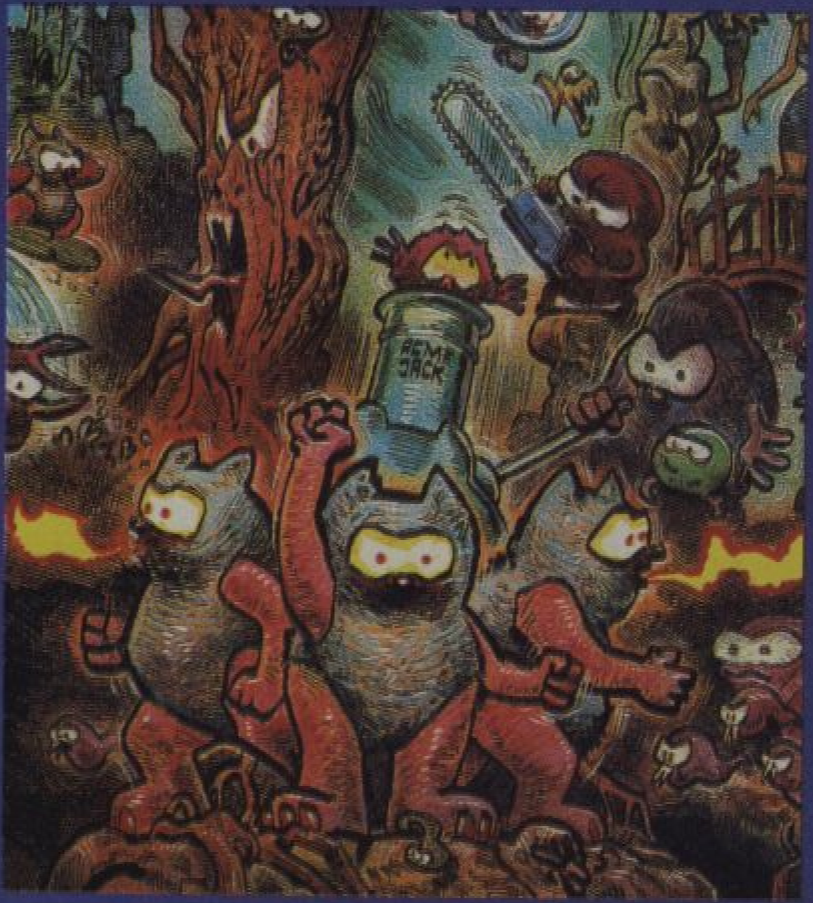
The cartoon's atrocious, but the game isn't too bad at all. Now it's made even better (and somewhat simpler) with the help of this little cheat from Chris Griffiths from Southall in Middlesex. Just enter **EVIL NEVER DIES** on the title screen for less of a "Ruff" time on the lifeometer.



CREATURES

Didn't Frank Sinatra sing a song about this? "Creatures in the night, exchanging glances...". Maybe not. Anyway, Lee Dowell from Leicester aims to educate us in the art of creature cracking with the following tip.

Once the game has loaded, wait for the title track to end and the Clydes to stop dancing. Then put your joystick in port one and waggle it like crazy. The Clydes should do a frantic dance and eventually turn grey. Put your joystick back into port two and get ready to start the game with infinite lives!

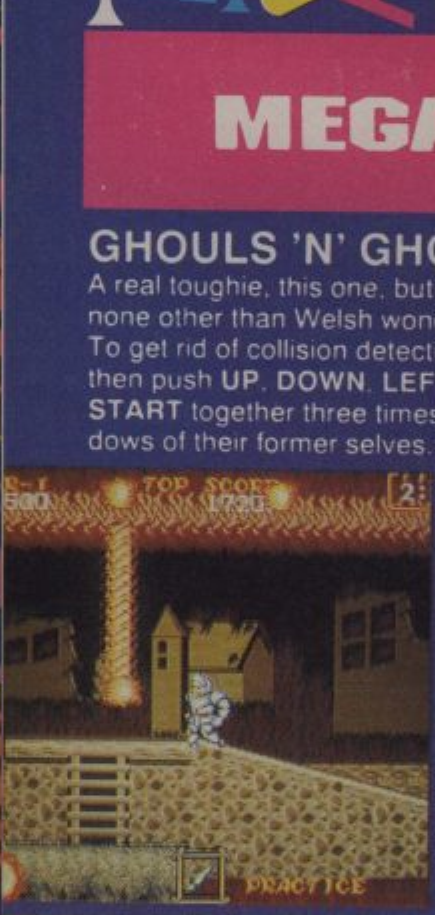


MEGADRIVE

GHOULS 'N' GHOSTS

A real toughie, this one, but thankfully made a touch simpler by none other than Welsh wonder Adam Cooper.

To get rid of collision detection press the **A** button six times then push **UP**, **DOWN**, **LEFT** and **RIGHT**. Finally, press **B** and **START** together three times to turn those G and Gs into shadows of their former selves.





MIDNIGHT RESISTANCE

Andrew Harker of Blackburn has sent in this rather neat cheat for this not inexpensive blast 'em up. On the title screen, hold down **A**, **B** and **C** on the control pad and press **START** at the same time. When the game begins simply pause and press button **A** to skip levels!

SUPER MONACO G.P.

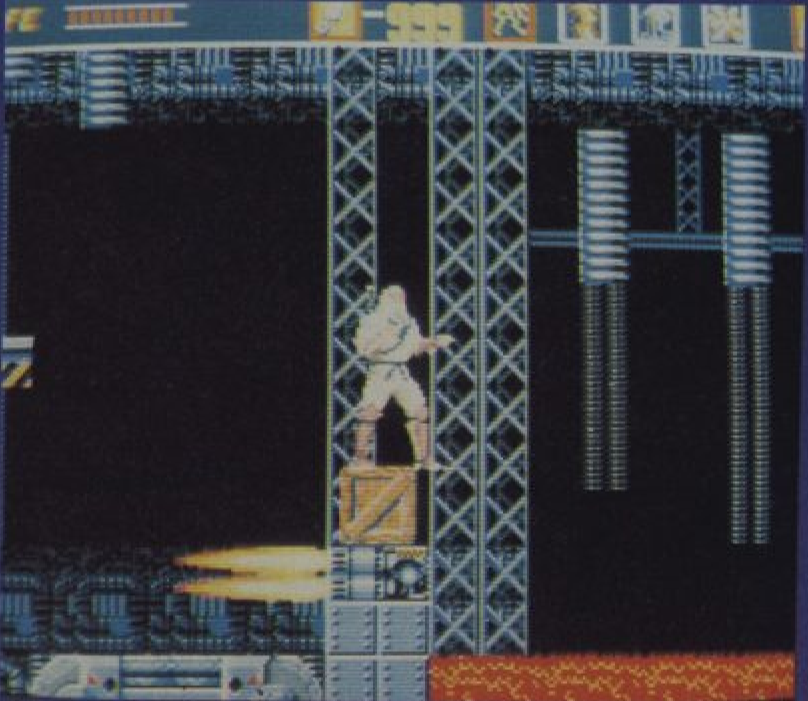
Hard to understand why anyone would want to be on Madonna's team (what with all that frenetic dancing, and the multitude of photographers hanging around all the time). Still, Norfolk's own Jamie Bennett has sent in the codes to make you part of the gang (pointy brassiere not included).

0C06 VHG1 F100 0000 080H 00HC 2435 E689 7ABD F090 0000 0001 0000 0000 C200 30AD



REVENGE OF SHINOBI

Finding your life counter rapidly depleting? Not any more if you use this tip courtesy of Martin Colwell. When you've reached Round 4 and you're at the Motor Mill, jump and somersault, throwing shurikens as you go, onto the first conveyor. Once you are on the conveyor look behind you to find an extra life box just below. Drop down to collect not one but two extra lives. Do this repeatedly to continuously stock up on extra Ninjas!



MICKEY MOUSE

A short and sweet cheat from a short and sweet chap. Kevin Merrett, to be precise, who hails from Mitcham in Surrey. When the level completed screen appears and you're shown the bonus scores, press the **START** button rapidly and you should hear a tone telling you that the next level begins with an extra life in your possession.



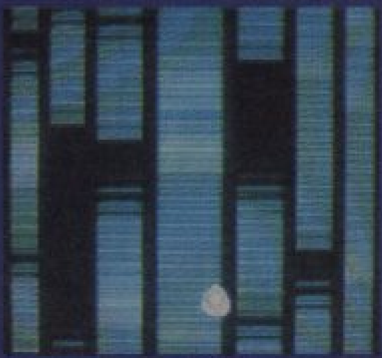
NINTENDO

SOLAR JETMAN

Here's a very handy list of hints on where and how to find the various warps and bonus games, all courtesy of Tom Mayne of Stockport, who knows his way around the game. Take it away, Tom!

PLANET ONE
The bonus game can be reached from the mothership as follows: fly left from the ship until you get to the cave wall. Follow it up until you see a moving blue warp - quickly bang into it and voila! Collect the diamonds but avoid the rocks as they knock you off course.







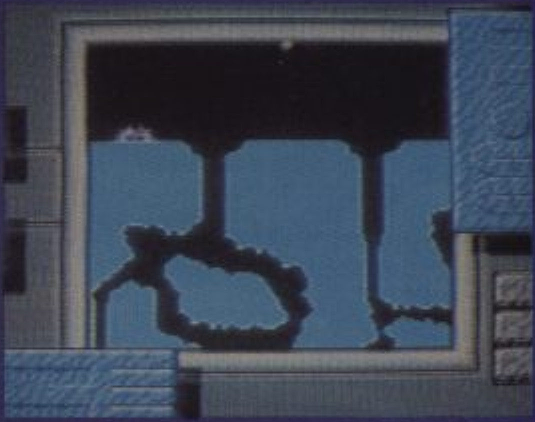
PLANET THREE
Tricky to find the warp zone every time, but go down the first hole on the right and make your way along the very thin passageway but don't go through it. Instead, fly into the centre of the circle of guns and try to get shot. If you are hit at the right area inside the circle yo enter the warp zone which allows you to jump to either planet 5, 6 or 7 (make sure shields are off before you warp).

PLANET FIVE
From the mothership go down the second hole and follow it down. Looking at the map (which you should have purchased by now) it splits into two caves, the left one going down while the right ends in a dead-end. Take the right cave and follow the top wall to find the bonus game warp. The object is to avoid the rocks and mines whilst collecting diamonds.

PLANET EIGHT
From the mothership go to the top of the screen, then right until you reach the blue warp to planet thirteen. Not only is there the warp on this level, but if you go left down the hole and right through three of the narrow corridors, then up to the dead end you'll find some fuel and a large alien firing flames at you, with a small alien running around him. If you manage to shoot the big baddy without hitting the little chap, he will follow you around, blasting at on and off-screen enemies!

PLANET NINE
From the mothership go to the top of the screen and go right, as in planet eight. Stay at the top of the screen to find the bonus warp - and watch out for the mines!







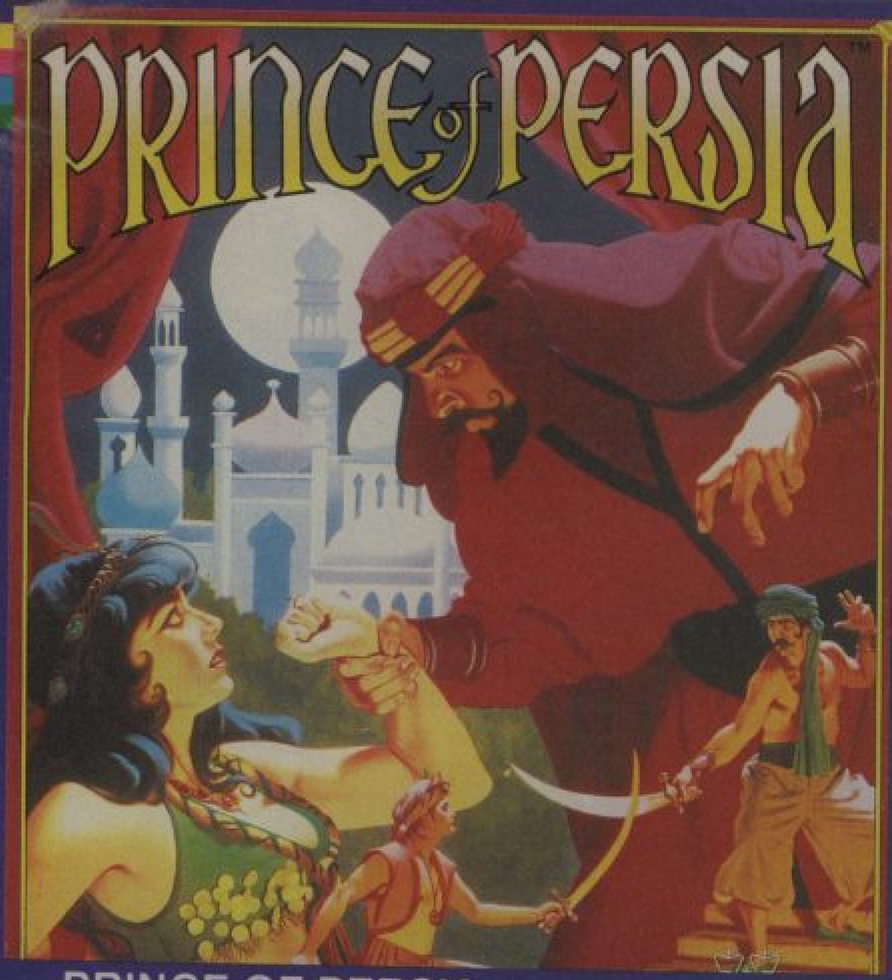


PC

STREET ROD

Antipodean antics with David Zielezna and Karl Anderson, two fellas from Victoria, Australia who say that this bonzer offering isn't just a game, more a way of life. Hmmm. Anyway, on with the tip.

Buy the 1949 Chevrolet 2dr Styline at $475.00. Take out the engine and transmission and sell the body for up to $30,000.00. An easy way to get loadsadollars, but don't get too greedy as you'll end up with minus money!



PRINCE OF PERSIA
A truly international PC tips section this month, with a cheat from Clen Cook from Natal in South Africa for Broderbund's graphic spectacular which, as it 'appens (Jimmy Saville Impersonations Inc) is quite a jolly little runaround, too.
Load the game by typing **PRINCE MEGAHIT**. You will then find that once the game has loaded, pressing the following keys have the corresponding effects.

SHIFT-L: SKIPS TO NEXT LEVEL
SHIFT-W: ALLOWS YOU TO FLOAT DOWNWARDS
SHIFT-I: INVERTS THE SCREEN
SHIFT-T: EXTRA ENERGY
SHIFT-B: TURNS OFF THE LIGHTS
SHIFT-C: GIVES A STRANGE MESSAGE

And back to dear old Briny with another levels hack for the same game, sent in by Kent person Matthew Owen.
With **SHIFT** depressed type **END OF L** to skip levels up to level four. Using this cheat, you do not now need to collect the sword.

PC ENGINE

SPLATTERHOUSE
PC Engineers! Stop that whinging about never getting any coverage and get stuck into this top-hole tip from John Cottam of Preston, Lancs.
To up the difficulty of this superb conversion, on starting the game hold down **RUN** and **SELECT** to revert back to the title screen. After a few seconds the word HARD appears and you can restart the game with coin-op difficulty! Wow!

DEVIL CRASH
The game which gets the vote for best PC Engine game in the office receives a luvverly password from South East London's very own Steve Scutt.
Type in **ABBBBBBBBB** to start the game with sixteen balls and 111,848,100. Also, if you can put your first ball into the girl's head without touching the three balls above it, you will score a bonus of 1,000,000!

AMSTRAD

HONG KONG PHOOEY
He's a number one super guy! He's also got a great cheat now, thanks to Colin Lowe who inhabits Sale, Cheshire. Just type **THUGI** on the options table to receive infinite energy!

GAME BOY

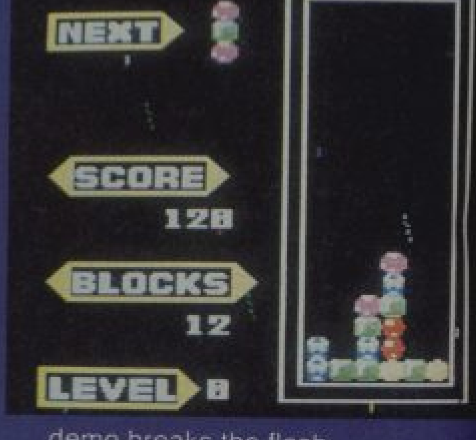
PIPE DREAM
Now you don't need to own the Tetris cart to play this, possibly the finest Gameboy game ever! Just plug in your Pipe Dream cartridge and take heed of the advice passed on by Masaki Hata of Finchley, London E3. On the password screen, enter **PIPE** to access Tetris mode! **(So where's my Pipe Dream cart? Lost again! Can somebody test this out and write in if it works? - Ed)**

GHOSTBUSTERS
Not so much a cheat mode, but entry into the sound test screen. Pay homage to Masaki Hata for this one.
When your game has ended and you are asked whether or not you wish to continue, choose end then hold down **SELECT** and button **B** at the same time to unlock the secret of the sound test!

CONTRA
Masaki Hata again. Sound test again. Gameboy again. Does the man ever stop? We think not. Take it away, Masaki!
On the title screen, push **UP**, **DOWN**, **LEFT**, **RIGHT** and **START** to hear all those cheeky sounds and jingles.

TEENAGE MUTANT HERO TURTLES
Should you find yourself rapidly running out of pizza power in this great game featuring the heroes in a half-shell, just take a butchers at this cheeky cheat from an equally cheeky chappie, Daniel Barry from Surrey. During the game, press the pause button and push **UP**, **DOWN**, **LEFT**, **RIGHT**, **A** and **B** and watch that energy bar leap up. Cowabunga!

GAME GEAR



COLUMNS
Should you be having difficulty completing this fine Tetris derivative but can't wait to see the different endings, look no further than this hint from Tim Shum of Gosport.
Go to the flash mode and select a height of nine. Now, pick a difficulty level (easy, normal or hard). Next, purposely end the game and, when the flash demo breaks the flash block, it will display a different ending depending on the difficulty level which you previously selected. Hoorah!

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HIGH SCORES



Dear Wimps,

Summer rolls in, and with it dwindles the selection of high scores. I hope for your sake you lot aren't going on holiday and slacking off again. If you think your talents deserve a mention in the hottest table around then fill out the coupon - or crawl away and hide in a dark corner like the loser you are!

Sadie

AMIGA

Can you believe it? An utterly stupendous score on the wicked Bitmap Bros kick 'n score 'em up - even though it's against a fairly weak side. How about some scores against the top teams in the Speedball 2 league? I'm waiting!

SPEEDBALL 2 — 424-0 (against Raw Messiahs)
Grant Edwards, Swansea
BRAT — 7,300
Nicholas Hall, Nr Stourbridge, Worcs
TURRICAN II — 3,064,900
Stuart Thomas, Tamworth, Staffs
SWIV — 9,710,070 (100%)
Vincent Tybout, Netherlands
GODS — 14,736,712
Mark Pepper, Woodbridge, Suffolk

AMSTRAD

A pathetic number of scores for the Amstrad this month. What I want to see, quite apart from a damn sight more entries from you miserable lot, are scores for some more up-to-date games - unless you're all a bunch of miserable old women who can't play anything other than age-old software. Well, can you?!

SHADOW WARRIORS — 11,500
Samuel Martin, Brentwood, Essex
FLIMBO'S QUEST — 29,450
Carl Surry, Barnet, Herts
TURBO OUTRUN — 571,100
Neil Collman, Hemel Hempstead, Hants
KLAX — 1,740,000
Chris Craig, Kempshott, Hants

ARCADES

Only Rignall's Pitfighter score survives the wrath of the CVG readers, and even that is being hotly contested. Someone matches the previous Streetfighter 2 record, and there's a couple of new offering to aim for. So get aiming. NOW!

EURO FOOTBALL CHAMP — 31 goals
Martin Ng, Hamilton, Lanarkshire
MOONWALKER — LAST LEVEL, ONE CREDIT
Greg Hancock, Houghton-le-Spring, Tyne & Wear
STREET FIGHTER 2 — 11 BAD GUYS (COMPLETE), ONE CREDIT
Zung Ly, London N7
PIT-FIGHTER — 3,001,000
Julian Rignall, CVG
RACE DRIVIN' — 82,110
Matthew Randall, Hounslow, Middx

C64

What is lacking in quantity is certainly made up for in quality this month, especially the ultra-high Ghouls and Ghosts and Turrican 2 scores. Can anyone do any better than these two? Get cracking, creepos!

CREATURES — 5,571
Lee Dowell, Leicester
NARC — 4,763,802
Warren Woodhouse, Ilford, Essex
GHOULS AND GHOSTS — 4,000,000
Denis McCardell, Co Down, N Ireland
SHADOW WARRIORS — 398,200
Nicholas Ashdown, Bath, Avon
TURRICAN II — 4,620,900
Paul Denning, Dartmouth, S Devon

GAME BOY

Yet again, pinball is the flavour of the month, with more scores arriving for Revenge of the 'Gator than for any other Gameboy cart. Spidey comes a close second, however, with some pretty nifty scores for the webbed wonder, followed within a whisker by a veritable clutch of scoring superstars on the superb R-Type.

REVENGE OF THE 'GATOR — 9,999,999
Luke Cull, Pinner, Middx
KING OF THE ZOO — 1,159,800
Ben Hooley, Kempston, Bedford
R-TYPE — 3,998,256
Gaz Jones, Blackpool, Lancs
PIPE DREAM — 327,500
Steven Lunt, Pemberton, Wigan
TETRIS — 563,738
Tony Cheung, Camberwell, London

MEGADRIVE

Cor blimey! Someone's trounced the previous John Madden's score - and how! Speaking of big boys, how about the Mickey Mouse and Gynoug entries? Some very pleasing scorelines this month, and the promise of yet more to push the Megadrive up there on the gamesplayers' podium.

DARIUS II — 6,916,130
Alistair Felton, Paignton, Devon
JOHN MADDEN'S FOOTBALL — 257-0
David Lewis, Birmingham

MICKEY MOUSE
Daniel Sullivan, Coventry 99,999,900
PGA TOUR GOLF
Christopher Halton, Preston, Lancs -31-after four rounds
MAGICAL FLYING HAT TURBO SIMULATOR
Ryan Wallace, Stroud, Gloucester 127,890
AEROBLASTERS
Justin Child, Luton, Beds 300,800
GYNOUG
Dale Adams, Bath, Avon 43,569,940

NINTENDO

It's true, the saying which goes "If you don't ask, you don't get". No sooner do I mention Snake, Rattle and Roll than the scores coming tumbling in. On top of that, most of you have been frantically attempting to beat the previous scores, with a few respectable showings, too.

SNAKE, RATTLE AND ROLL
Andy Hayne, Whitstable, Kent 791,900
DOUBLE DRAGON 2
David Lee, Huntingdon, Cambs 112,900
DUCK TALES
Tony Williams, Liverpool $54,380,000 (COMPLETED)
SUPER OFF_ROAD RACER
Brian Hodges, Ilford, Essex Race 41
PINBOT
Richard Johnson, Kensington, London 7,734,037

PC ENGINE

Sheesh! Last month you pulled your fingers out and sent in some respectable scores. This month, fingers are firmly plugged back into whichever vile entrances you care to insert them. This is frankly not good enough, and if you want any fingers left, I'd do something about it if I were you.

BOMBER MAN
Steve Scutt, Camberwell, London 749,910
FORMATION SOCCER
Yat Lau, Nottingham 42-0 (Italy vs Japan)
MR HELI
James Dobson, Burnham-on-Sea, Somerset 436,060
IMAGE FIGHT
James Dobson, Burnham-on-Sea, Somerset 193,600

SUPER FAMICOM

Not a lot in the way of mindblowing scores this month, although some clever feller has found the cheat to equal the evil Rignall's Super Mario score. Other than that, it seems that most of you have been sitting on your hands for the past few weeks - get them back onto the joypads and get playing; I want scores fit for real heroes next month!

ACTRAISER
Dan Osborne, Hornsea, E Yorks 11,830
FINAL FIGHT
Roger Adams, Wolverhampton, Staffs 3,829,353
HOLE-IN-ONE GOLF
Jackie Gilbert, County Antrim, Northern Ireland 11 UNDER PAR
PILOTWINGS
Paul Glancey, CVG LEVEL 8 (CODE 760357)
SUPER MARIO WORLD
Daniel Attwell, Putney, London 9,999,990
DARIUS TWIN
Harmeet Jandu, Glasgow 4,650,800

SPECTRUM

A finer collection of Spectrum scores you will be hard-pushed to find. Just take a peek at that Exterminator entry - not bad, eh? Puzzlers make their mark in the Speccy list too, with Klax ensuring that there's a place here for all you brainboxes out there.

KLAX
Matthew Butt, Paignton, Devon 1,338,020
CHIP'S CHALLENGE
J McConnell, Belfast, N Ireland Level 99
PANG
S Pritchard, Liverpool 730,829
UN SQUADRON
Mark Stevens, London SE5 1,002,500
EXTERMINATOR
Jose Ma Postigolopez, Madrid, Spain 3,698,000

SEGA

For the biggest-selling console in the country, there's a conspicuous lack of high-scores for the good old Master System this time around. What about the likes of Aerial Assault? There are loads of great games out there for your machine - get out and play them and send me the scores if you value your family jewels...

CHASE HQ
Steve Smart, Bristol 12,005,800
SUPER MONACO GP
Alex Charles, Luton GRAND PRIX 7
GOLDEN AXE
Raymond Higson, Chorley, Lancs 286.0
GAUNTLET
Ben Hodges, Ilford, Essex Level 51
MICKEY MOUSE
Peter Deitsch, Wandsworth, London 107,500

ST

Does no-one play ST games anymore? Less than a trickle of scores has passed through my fingers this month and, of those which have appeared, most are not worth bothering about. So, come next issue I'll be expecting an onrush of scores from all you ST freaks out there - or else.

CHUCK ROCK
Scott Mulloch, Irvine, Ayrshire 76,100
KICK OFF 2
Sam Kincaid, Weeley, Essex 48-0 (Italy vs Germany)
PANG
Scott Mulloch, Irvine, Ayrshire 2,476,200
NITRO
Alexis Ciurea, Sweden 210,000
SWIV
Robert Fergusson, Blantyre, Glasgow 720,160

Right, wimpos, you know the drill - every month CVG will be throwing down the gauntlet to all of you weaklings. Fill out the form below and send it to SCORE WITH SADIE at the usual CVG address. If your scores are good enough, they'll be printed in my Highscore Tables, and outstanding scorers may be called on to go up against the drooling CVG reviewers and a software house champion, with an expensive piece of computer or console gear (depending on what you already own) as a prize!

RIP HERE

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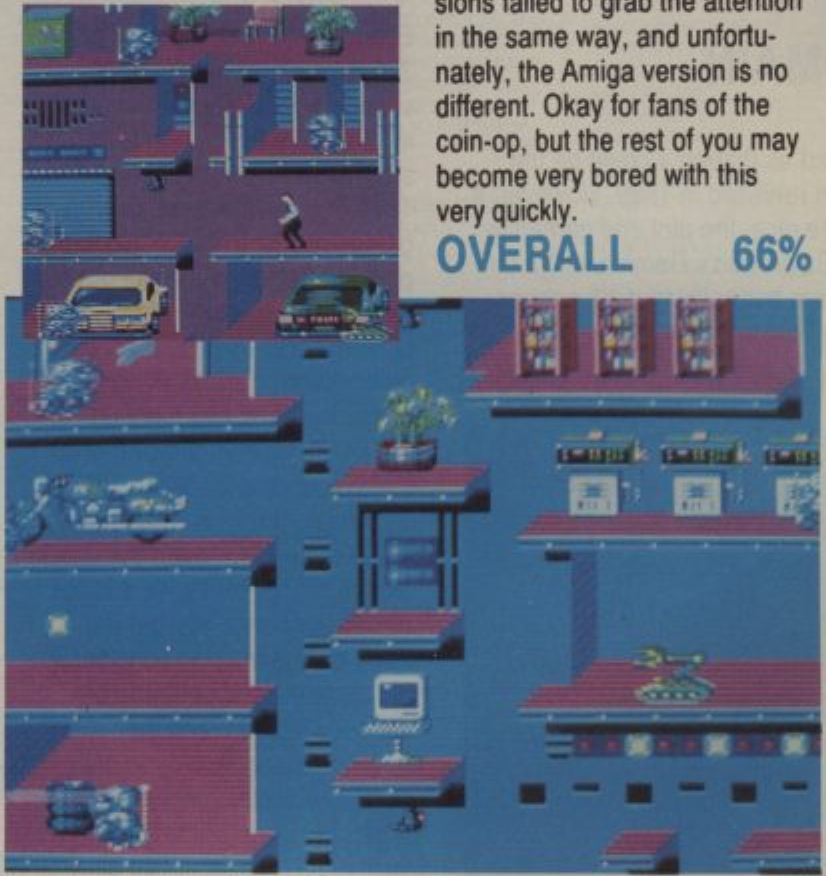
Amiga owners are in for a classic treat this month, with a slice of gaming history now available at the magic budget price. Robert Swan steers his well-trained joystick through all those wonderful cheap and cheerful goodies!

IMPOSSIBLE MISSION II

KIXX £7.99

Any gameplayer out there who hasn't played IM, hang your head in shame! This absolutely stunning piece of software first hit town about three years ago and became an instant classic - brilliant graphics and sound, oh-so-addictive gameplay and action that grabbed you by the throat and refused to let go. Now that it's available for eight sovs, you'd be completely off your trolley to miss it. Buy this now or phone the nuthouse for an appointment...

OVERALL 97%



LED STORM

KIXX £7.99

This aged Capcom overhead future racer was okay as a coin-op, but the home computer versions failed to grab the attention in the same way, and unfortunately, the Amiga version is no different. Okay for fans of the coin-op, but the rest of you may become very bored with this very quickly.

OVERALL 66%



SHARKEY'S MOLL

ZEPPELIN 16-BIT £6.99

This Op Wolf clone puts you in the (gum)shoes of a 1920's copper, out to rescue his girl and shut down the bad guys. To be perfectly frank, why anyone would bother is beyond us. Naff audiovisuals and boring, frustrating gameplay is enough to drive anyone bonkers, so give this a miss.

OVERALL 44%



BIONIC COMMANDO

KIXX £7.99

Bleeeurgh! What a pile of old tosh this is - poorly drawn sprites sliding around a really jerky screen, absolutely miles away from the excellent arcade machine. Even ardent fans of the coin-op would be disappointed with this cruddy ST portover, so leave it well alone (unless you're three tins short of a six-pack).

OVERALL 32%



...NEWS FLASH...

...Blasting onto an Amiga near you soon is an updated version of that classic Thalamus C64 blaster, Armalyte. Now entitled Armalyte - The Final Run, the idea remains the same - simply blast seven shades out of anything that moves! This enhanced version is currently under the wings of Arc Developments (they of Forgotten Worlds, Crackdown and R-Type II fame), and from what we've seen it looks like a real barnstormer. Keep your eyes peeled and twenty-six sovs handy...

...Cinemaware may be shutting up shop, but two of their planned titles are still to grace the Amiga. Rollerbabes is a mixture of roller derby, boxing, wrestling, skateboarding and hockey - sounds Weird City if you ask us. The other is TV Sports Baseball, featuring a complete 162 game season, 25 man rosters, 5 man reserve lists, 26 teams of all time great players and all the other usual odds and sods associated with the TV Sports series. Both of these will splash down during the summer, so watch the skies...

...Speaking of Cinemaware, TV Sports Football should be out and about on the Mirror Image budget label as you read this, for the meagre sum of £9.99...

...Those amazing Turtles show no sign of laying down and giving up the ghost - Turtles 2 (a conversion of the brill Konami coin-op) has been signed up by Mirrorsoft. Probe will once more be doing the job - and I just hope the Amiga version is a heck of a lot better than the original...

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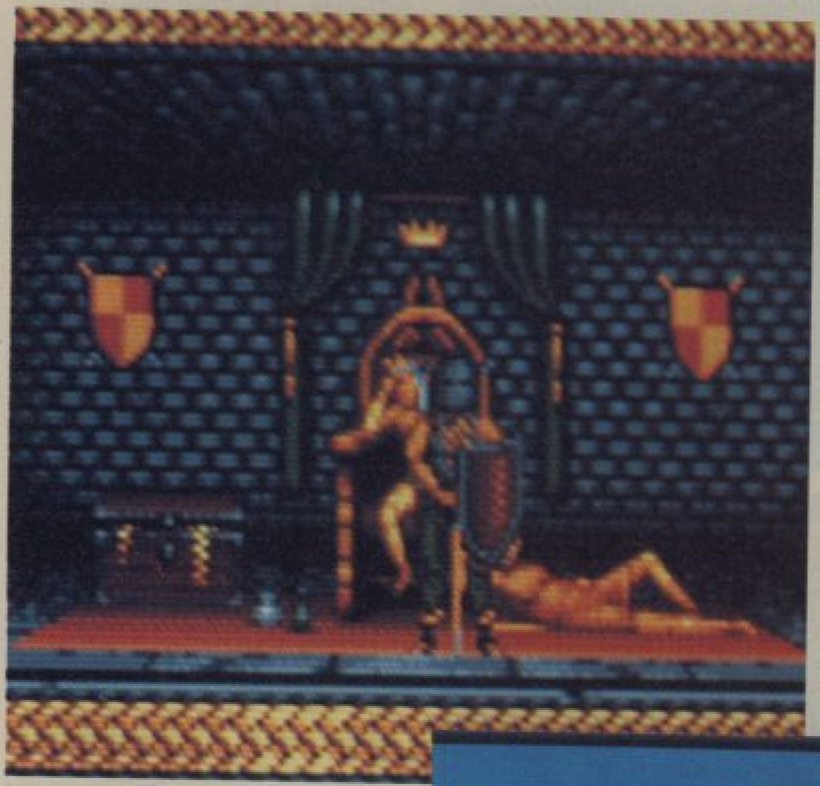
Something a touch different on the ST scene this time round, as would-be game designer Robert Swan takes a look at Domark's virtual reality creator, intent on finding if you really can enter a world of your own...

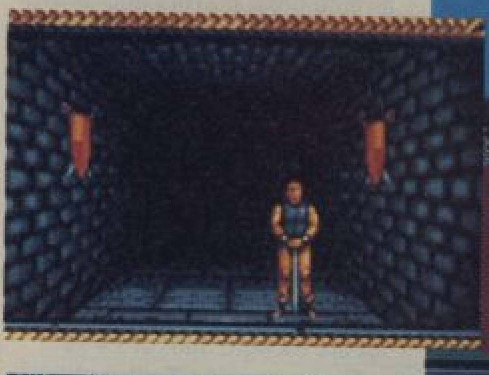
GALDREGON'S DOMAIN

PLAYERS £7.99

This adventure with 3D graphics looked as though it could be the next Dungeon Master when it was first released in 1989. However, it wasn't to be, and while the pictures are nice, the plot and gameplay are contrived and none too exciting. Galdregon's Domain isn't a terrible purchase at this price, but there are better budget adventures around. Try the Zork games or Bard's Tale instead.

OVERALL 65%









3D CONSTRUCTION KIT

DOMARK £39.99

Ever fancied creating your own 3D game? Well, here's your chance with this construction system from the creators of such titles as Castle Master and Total Eclipse. So, what do you get for your shekels? Well, the package contains a small but detailed manual, a single disk containing the kit itself, and an excellent tutorial video, which explains the uses and functions of the kit, as well as showing what the system is capable of!

Initially, the kit is rather tough to get to grips with, but the simple menus make life a touch easier, and once you get the hang of constructing polygons, grouping them together to create solid shapes, and then manipulating those shapes to build complete objects, things come together nicely. If you have the inclination, you can build complete worlds with buildings that have fully-furnished interiors, vehicles (or anything you want, come to think of it), and then view these from any possible angle.

As far as the game-creating element is concerned, a small amount of "programming" is required, but the commands used are all explained in detail in the manual. As far as control panels are concerned, several are included with the package, but the artists amongst you can design your own using Deluxe Paint ST, DEGAS Elite or Neochrome.

Overall, this is an excellent utility which will give would-be game designers a chance to show what they're made of, as well as a useful(?) system for Mum and Dad if they want to redesign the living room(??!) Although it's all very costly (forty sovs is a trifle steep), 3D Construction Kit is a professional product that will appeal to anyone with an urge to create their own little world.

...NEWS FLASH...

...Arc Developments (programmers of the Forgotten Worlds and Crackdown conversions) are putting the finishing touches to ST Armalyte for Thalamus. The game originally appeared on the C64 three years and its fabulous graphics and super-hot space-blasty gameplay earned it much acclaim. From what we've seen of the 16-bit versions they could well achieve the same kind of success! The ST conversion should be on the streets as you read this, priced at £25.99...

...Next on Virgin's release schedule of budget Infocom adventures are the epic wizardry yarn, Sorceror, and the very interesting Deadline, a great detective story which casts the player as (not surprisingly) a detective on a murder case. Both should be out as you read this, priced at a very reasonable £9.99...

...Gremlin will soon be releasing the first in their series of HeroQuest data disks. Return of the Witchlord comprises ten extra quests to be loaded into the original game, and the disk will be out in August, priced at £12.99...

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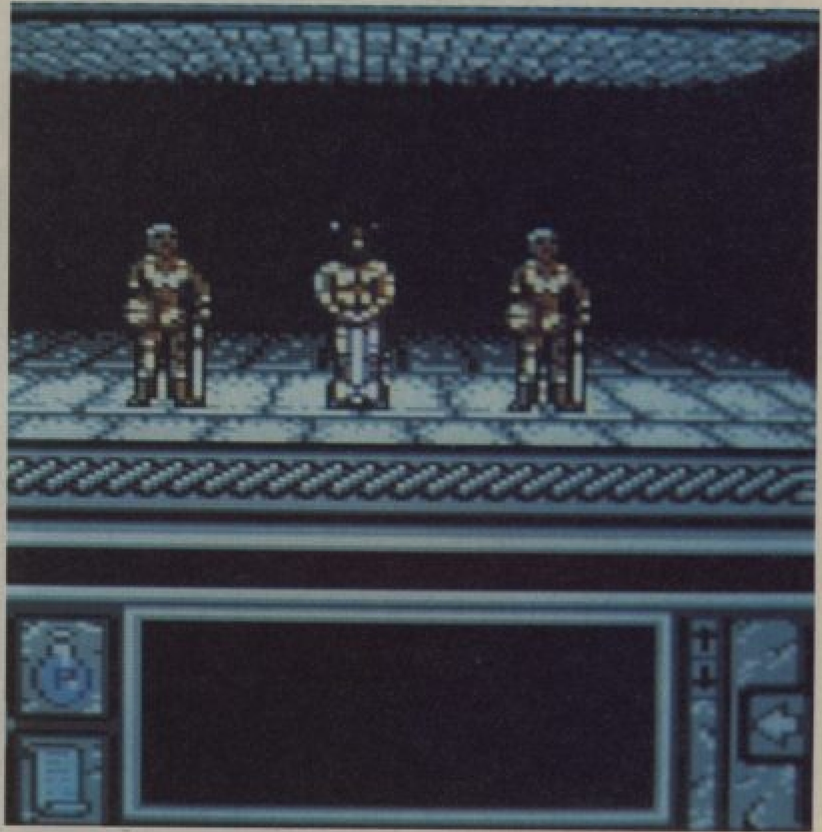


Rob Swan bursts on to the C64 scene this month, only to find that all that's left are a few mere budget releases - a collection of three titles that definitely merit the word "classic", frantic firing and footy action and even a trip into the dungeons...

MULTIMIXX 2
KIXX £4.99

Here's not one, not two, but three blasts from the past, all in one bountiful budget package! Beach Head is set during the Pacific War and played over six levels, the aim of the game is to invade an enemy island in order to knock out a major command post. Beach Head II follows on a few years from the original. The task is now to battle through four combat sequences in order to rescue prisoners-of-war. Raid puts you in the cockpit of a superfighter out to knock out the USSR's nuclear weapons currently screaming towards the US. All three titles are showing their age in terms of graphic finesse, but in terms of playability all three are as refreshing and entertaining as they were when first released and well worth the fiver asking price. Both nostalgia buffs and blasting freaks would do well to grab this at once.

OVERALL 91%



HAWKEYE
KIXX £3.99

Set over twelve levels, this Thalamus re-release pits a lone cyborg warrior against hordes of malevolent invaders, all intent on destruction on a mass scale. Featuring some really great graphics and sound, Hawkeye is a decent enough blast but really tough and therefore not recommended to beginners. Experienced blastaholics should glean some entertainment here.

OVERALL 85%

GARY LINEKER'S HOT-SHOT
KIXX £3.99

The end of the footy season has been and gone, but still soccer games crop up left, right and centre. Hot-Shot isn't at all bad, as it happens, and features the sort of things you'd expect - corners, free kicks, throw-ins, deflections, headers and the like - and for the magic price it's pretty good VFM as well. If you're like Alan Sugar (and fancy owning Mr Lineker), try the next best thing and take a look.

OVERALL 84%



...NEWS FLASH...

Coming soon - the C64 conversion of Sega's Bonanza Bros coin-op! Although the Megadrive version reviewed last issue was a tad lacking, here's hoping that this version (courtesy of megasoftco US Gold) is just as much of a hoot as the coin-op... ...Also from USG is the C64 version of the Capcom coin-op MERCS. Everything looks rather nice at the moment, but how this stands up to the cracking Amiga blast is yet to be seen... ...Fancy building your own world? Well, if you've browsed through the ST Bytesize, you'll no doubt have come across the 3D Construction Kit, which allows you to do that very thing. C64 owners are by no means left out, as this system will be appearing soon on your machine for the grand total of twenty-five notes...

GALDREGONS DOMAIN
PLAYERS £2.99

Similar in style to Dungeon Master, this poor effort at taking that crown is audio-visually okay, but is so slow and boring that even the most ardent of role-players will give up at the first hurdle. Any C64 owner wanting a bit of RPG action would do better to look at Mirrorsoft's Bloodwych instead - it's a heck of a lot more entertaining.

OVERALL 64%



BYTESIZE GAME BOY

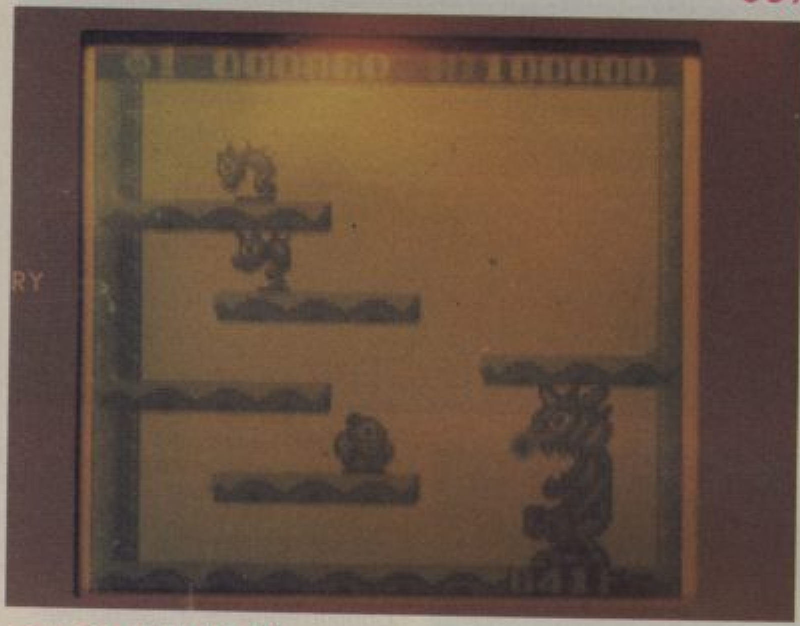
More hand-held hilarity this month, as Rob Swan takes a look at the latest bundle of Game Boy releases, including an import coin-op conversion, the sequel to A Boy and His Blob and a conversion of an old Hewson wonder...

SNOW BROS JR

NAXAT **£19.99**

A conversion of the entertaining Toaplan coin-op, Snow Bros Jr puts you in the (snow?)shoes of a snowman whose task in life is to do battle with numerous nasties over 40 platform-strewn levels. Although the coin-op's two player mode is missing, this is still a good laugh, and although not yet officially available, well worth grabbing hold of. Pick it up, and have a (snow)ball.

OVERALL 90%



CASTELIAN

TRIFFIX **£19.99**

Hands up, who remembers Hewson's classic Nebulus? Well, now this tower-toppling trip's available on the Game Boy, and dashed good it is, too. Your task sounds easy enough - simply make it to the top of each tower before the timer runs out - but numerous nefarious nasties lurk in your way, eager to put you out of their misery! Overall, a enjoyable slice of gaming history, and well worth checking out.

OVERALL 88%

NOBUNAGA'S AMBITION

KOEI **£19.99**

A bit of an odd fish, this - set in feudal Japan, you must defeat other warlords in order to seize control of the country. In order to achieve this, however, you have to manage not only the people, but lay down all manner of policies in order to gain allies, harvest crops, and build your troops for war. All together, a bit of a brain-strainer, and definitely one for the strategists amongst you. Definitely worth a look.

OVERALL 86%

RESCUE OF PRINCESS BLOBETTE

ABSOLUTE **£19.99**

A Boy and his Blob on the NES featured the adventures of a human boy and a small blob which changed shape when fed jellybeans (!). This Game Boy sequel again features the two mismatched heroes, and is as full of puzzles as the original, as well as being addictive and fun to boot. If you're bored of the same old thing, have a gander, but be prepared to spend a long time playing!

OVERALL 91%









THANKS

Thanks to Console Concepts (0782 712759) for the loan of the review cartridges.

...NEWS FLASH...

...Coming soon to a Game Boy near you - a conversion of that old Data East classic, Burger Time Deluxe. Taking control of a manic burger chef, you've got to build the burgers whilst avoiding the clutches of food fiends Mr Egg, Mr Pickle, and Mr Wiener (that's a sausage to you lot). It all looks like a lorra laffs, but how the finished product plays remains to be seen...

...Check this out for a list of releases to hit the Game Boy within the near future (deep breath): RoboCop II, Star Trek, Mr Do!, Super Hunchback, Ninja Gaiden, Asteroids, Missile Command, Paperboy II, Gauntlet II, and Marble Madness. Phew! Jaz has already played Mr Do! (the lucky so-and-so), and he reckons it's absolutely brill...

AMIGA **£25.99**

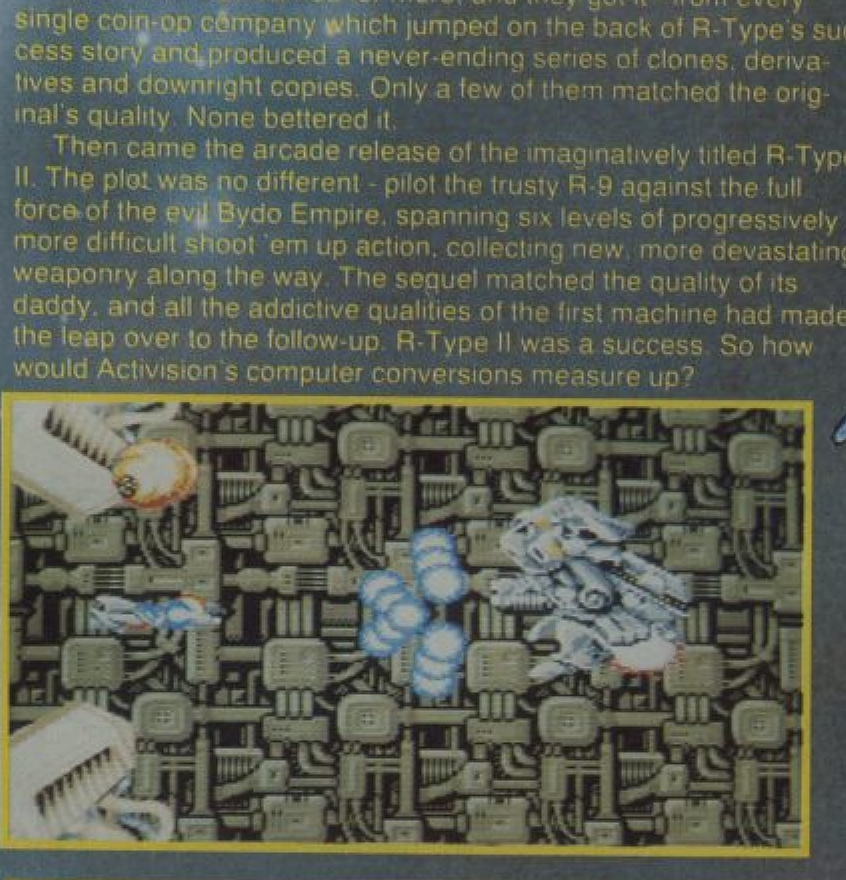
BY ACTIVISION



Only a very strange being from another galaxy could fail to have witnessed R-Type - the coin-op which effectively changed the face of shoot 'em ups! Here began all those wonderful things we take for granted today: the horizontal scroll, power-up weapons and that scourge of the modern blast - the end-of-level guardian. For its time it was astounding. Normally placid gamers would drool uncontrollably at the mere sight of the machine. And when it came to playing the game, this top blast simply could not be rivalled in terms of graphics, sonics, playability and addictiveness. You name it - R-Type had it all.

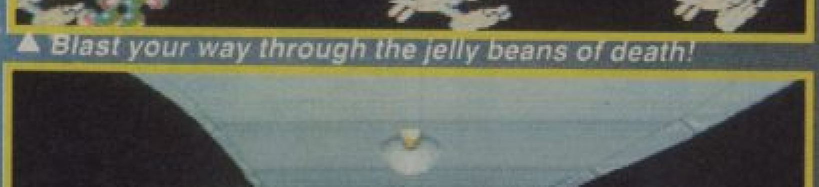
Arcadesters screamed for more, and they got it - from every single coin-op company which jumped on the back of R-Type's success story and produced a never-ending series of clones, derivatives and downright copies. Only a few of them matched the original's quality. None bettered it.

Then came the arcade release of the imaginatively titled R-Type II. The plot was no different - pilot the trusty R-9 against the full force of the evil Bydo Empire, spanning six levels of progressively more difficult shoot 'em up action, collecting new, more devastating weaponry along the way. The sequel matched the quality of its daddy, and all the addictive qualities of the first machine had made the leap over to the follow-up. R-Type II was a success. So how would Activision's computer conversions measure up?





▲ *Blast your way through the jelly beans of death!*



WHAT DO PODS MAKE? PRIZES!

If you wanna get ahead, get some power-ups for Brucie Bonus blasting! At first you'll wonder why there are so many different types of add-on weapon - but later levels will reveal their individual importance.

NOSE CONE: The pod you'll find most useful over any other. It can't be destroyed and can trash most enemies just by smashing into them. If that's not enough, it can be bolted to the front or back of the R-9!

LASERS: Collect this pod and watch with glee as those little blue beams literally tear any oncoming invaders apart.

MISSILES: Not for you those point 'n' fire things that the rest of the cosmos has to put up with. These babies home in on the nearest baddy and put them out of commission.

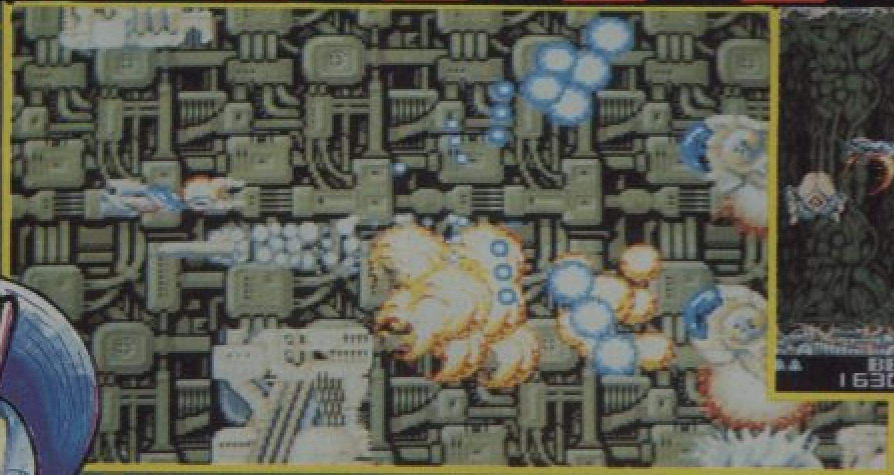
DEFENCE PODS: A boon in general ship defence. These spherical gizmos hover above and below your craft, giving much-needed protection to the most vulnerable parts of your frame.

BOMBS: These are a new item which didn't make an appearance in the first R-Type game, but they really make a difference when they're added to your arsenal.

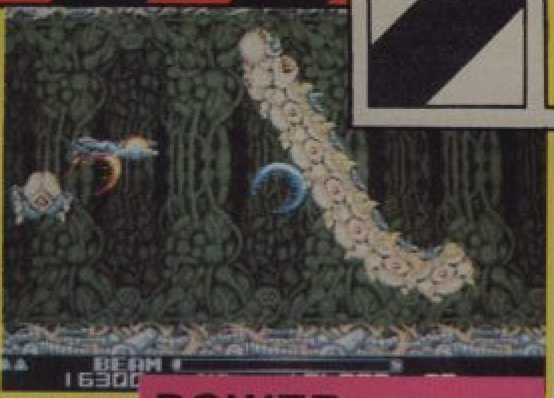
ARC OF DEATH: An elliptical laser charge which spells hard luck for anything caught in its wake.

PHOTON TORPEDOS: Don't worry if there's an enemy in a hard-to-reach part of the screen - just let fly with this piece of kit and it'll travel along the ground, right toward that alien troublemaker!

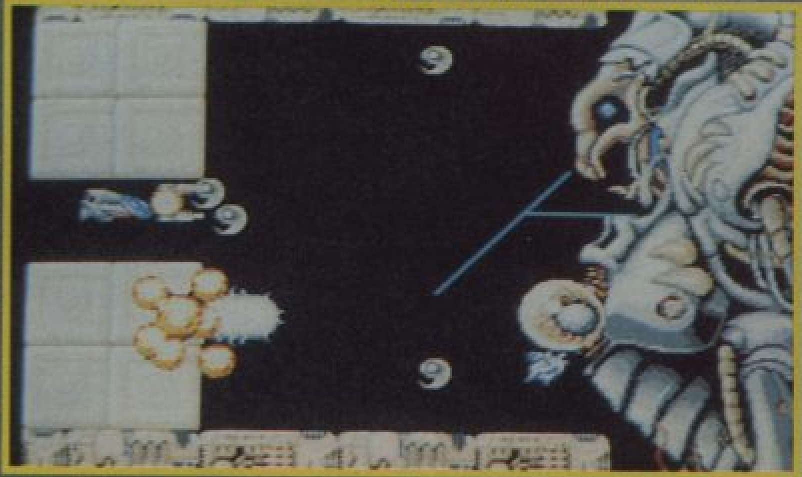




Yike! Homing rockets!



▼ Watch out for the swirling missiles from this level.



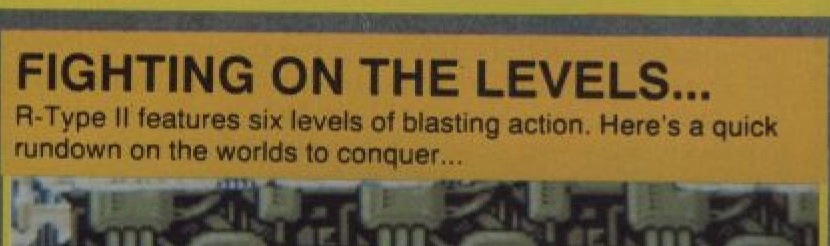
POWER PLAY...

Remember in the first game, where you were given mega laser power the longer you held down the fire button? Well, that's still included in R-Type II, but now there's even more!
Hold the button down even longer, until the beam bar turns completely orange, and an awesome, three-way photon charge will be unleashed, ripping the shell from anything in its path! Awesome, eh?

R-TYPE II

FIGHTING ON THE LEVELS...

R-Type II features six levels of blasting action. Here's a quick rundown on the worlds to conquer...



LEVEL ONE: Space. The final frontier. These are the voyages of the R-9. Its mission - to blast hell out of the minions of the Bydo Empire.

▲ Bydo drones even appear from underwater!



First we had R-Type, the most influential shoot 'em up ever. It must have been - almost every other blaster since has copied it in some form or other. Now we're treated to the official follow-up, which we raved about in its coin-op incarnation a year and a half ago. Is the conversion any good? Well, as you can see from the screenshots, the Amiga has reproduced the graphics almost to a tee, from the imaginative sprites to the finely detailed backdrops. The synthesised sound effects generally fail to impress, as does the music which begins to grate after a short while. R-Type II is also very sluggish, both in the speed of the horizontal scroll and the relative unreponsiveness of the controls. Things get better once a couple of speed-ups have been collected, but collide with an enemy or be destroyed by a bullet and it's back to fighting with the joystick to get the R-9 to move an inch. This may sound as if I wasn't impressed - not true. R-Type II is a challenging shoot 'em up with a variety of aliens and well-balanced difficulty setting. As it stands the game is very good, but not the conversion it could have been.

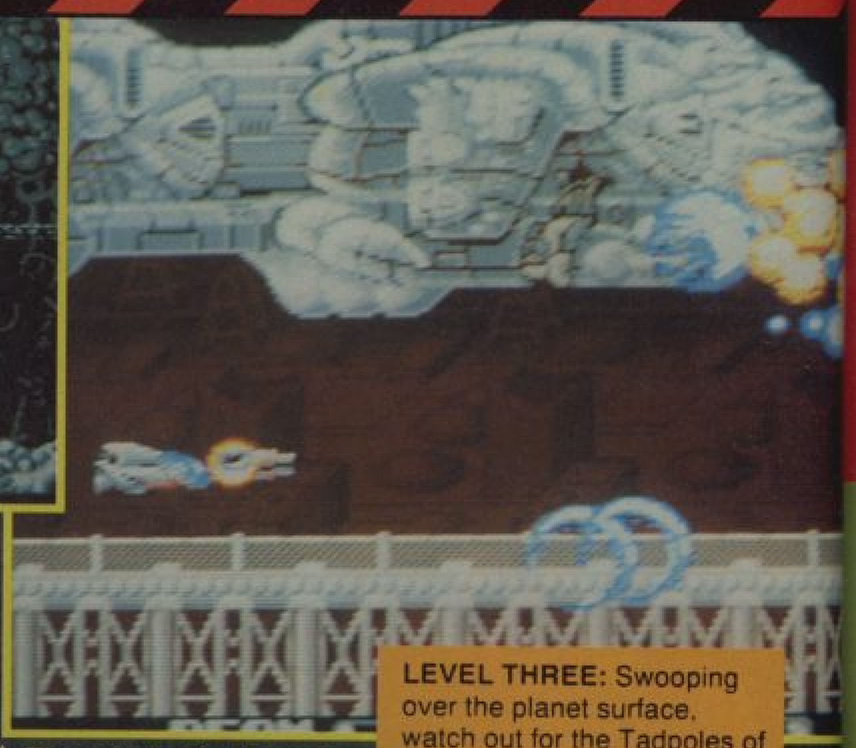
PAUL RAND

R-TYPE II



LEVEL TWO: This time round your spacecraft doubles as a handy submarine, so swoop underwater and take out those devillish drones.

An underwater boss!



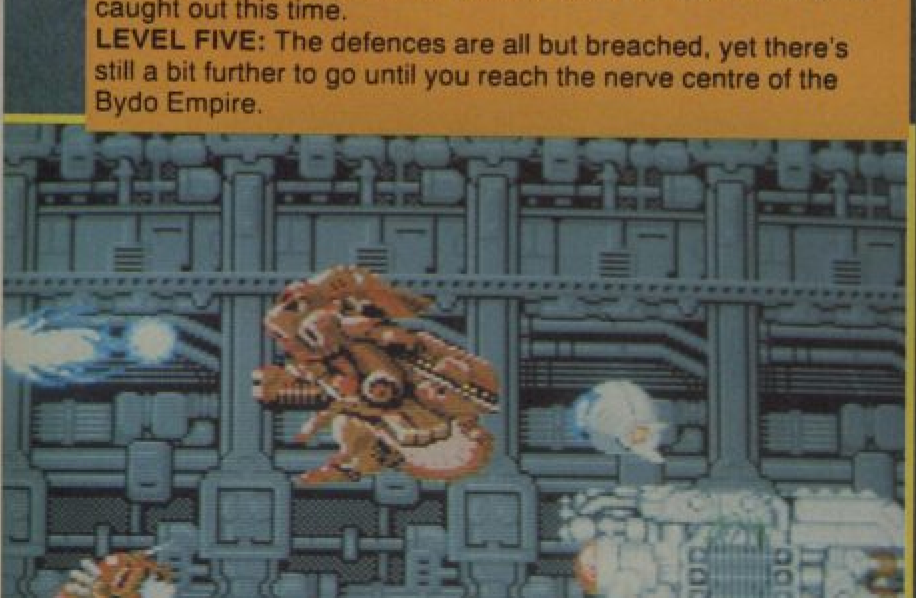
This giant ship IS level three!

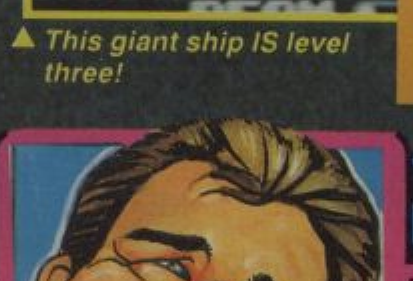
LEVEL THREE: Swooping over the planet surface, watch out for the Tadpoles of Doom - launched en mass from the battlecruisers!



LEVEL FOUR: Into the fortress, and into a whole heap of trouble. The Bydo Empire are on full alert and don't want to be caught out this time.

LEVEL FIVE: The defences are all but breached, yet there's still a bit further to go until you reach the nerve centre of the Bydo Empire.



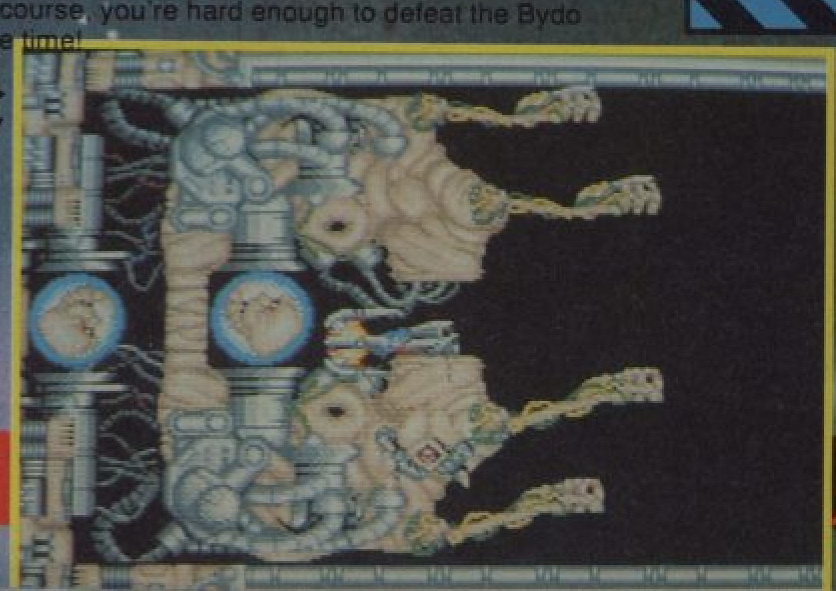


R-Type and its sequel rank among the greatest silver-guzzling coin-ops of all time, which makes this one of the strongest licenses of the lot. Whilst this is a competent enough conversion and a very good game in its own right, it just doesn't quite retain the feel and atmosphere of its arcade daddy. The graphics and sound are a fine reconstruction of the original masterpiece, but let's face facts: the gameplay is a tad slow. This problem improves once you collect a couple of speedups, but even then it just doesn't flow in the way we've come to expect. On any original sideways scrolling blaster this would not really be a problem, but with R-Type II you need that extra zip so brilliantly delivered by the original game. This could have been a cracking conversion and earned its rightful place in the home computer hall of fame, but it falls slightly short of the mark and now ranks among the also-rans of its, err, type. Sorry fans, but the wait for that elusive all-time R-Type classic clone goes on...

TIM BOONE

LEVEL SIX: The heart of the Empire. Abandon hope all ye who enter unless, of course, you're hard enough to defeat the Bydo Empire one more time!

Beat this guy and you've won!



AMIGA

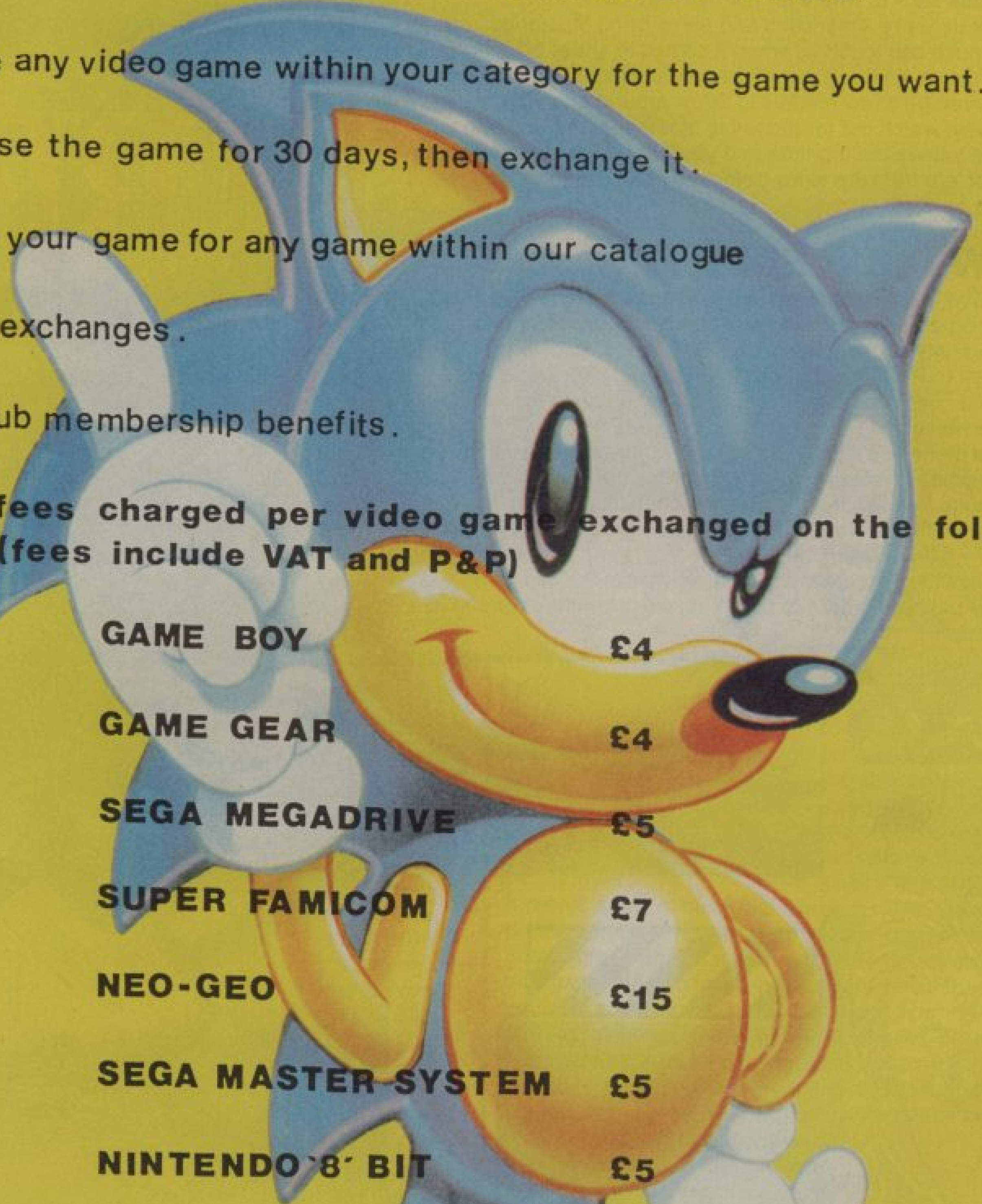
GRAPHICS	86
SOUNDS	80
PLAYABILITY	81
LASTABILITY	83
OVERALL	82

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REVIEW

MEGADRIVE £31.00

BY TAITO



OK guys, listen up. We're talking serious trouble here, so get that bubble gum out of your mouths and pay attention. The enemy are all over the skies and we've lost everything unless some of our brave boys can send those bogies down in flames and kick their butts back to wherever the hell they came from!

Lucky for us we're Americans and we're flying Mustangs - so there ain't much can touch us when it comes to sheer blasting power. Saddle up and take out these painful planes. Who knows, there may even be a few medals to throw around afterwards.

By the way: watch out for those big mothers at the end of each level. These babies are big-time and you'll need some serious courage to shoot 'em from the skies before you can call mom and tell her you're a hero...

KNOW YOUR ENEMY!

Neeaaooww! Ratatatatat! Boom! Sound familiar? It is! Fire Mustang is a bog-standard horizontal shoot 'em up across the skies in a wide variety of pseudo-wartime battlefields. Looking somewhat similar to P47 Thunderbolt, your job is to shoot down as many of the enemy as posible before squaring up to the end-of-level superplane in a do-or-die dual to the death.

During the game you'll get to take on all manner of German and Japanese planes through the clouds across the world. Enemy fighters range from whiffy little Messerschmidts and Zero fighters through to flippin' huge bombers requiring some hefty bomb bay blarney to blow them from the air! Also, keep your eyes open for the little helicopter which spins across the sky fairly harmlessly until you blow it to bits. Yes, we know they weren't invented then!





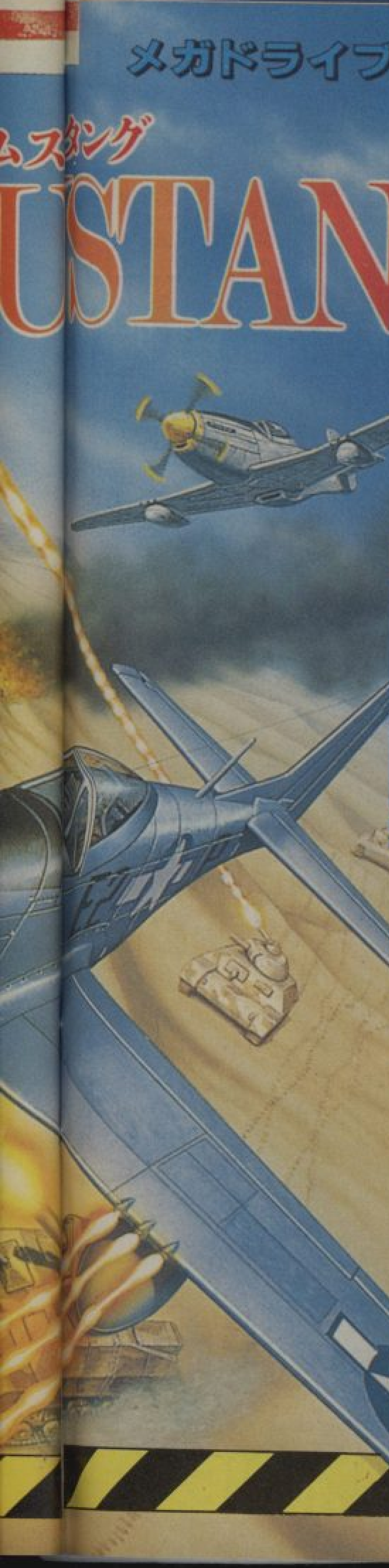


It's amazing the variation in quality to be found amongst Megadrive software in one month. We've got possibly the finest game available for the machine in Sonic The Hedgehog and, with Fire Mustang, the worst game you could imagine. It's a shoot 'em up so breathtakingly average, were it a person people would forget to invite to parties. The graphics really are bad - on level two, for instance, these green things can be seen jutting out of the ocean - and what they're meant to be God only knows. Couple the indistinct backdrops with flat, uninspiring, flickering sprites and you're left with a weak shell of a game. Gameplay is about as simple as holding down the fire buttons and moving up and down, as enemy fire moves so slowly one could go away and make a cup of tea before coming back and dodging the bullet. Got the message yet? Let me spell it out - steer clear.

PAUL RAND







REVIEW

GUNNING FOR GLORY...

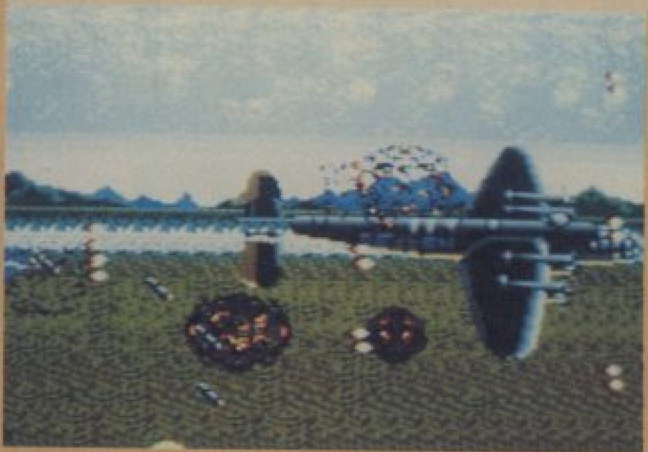
Taking on the German and Japanese air forces single-handed is a bit of a tall order, even for the best fighter jockey the Americans can muster!

Outnumbered a squillion to one, chances are you're going to end up as bits of history unless you've got that firepower edge over your adversaries.

Luckily your Mustang is equipped with a fairly nifty machine gun, which can be boosted by pick-ups along the way. These also provide bombs and speedups to make your plane that little bit better. In addition, you have a super smart bomb which wrecks everything in its path at the push of a button! Crikey, is that one helluva secret weapon or what?

A historic fly-by as the remainder of Iraq's nuclear arsenal explodes beneath the Mustang. ▼





◀ *Either he's been blasted, or he's been eating baked beans and soap powder!*



▲ *Two down and five to go as our miniscule metal marvel takes on the big 'uns.*

The programmer explodes as he realises he's included hi-tech Cruise missiles in a WW2 game.

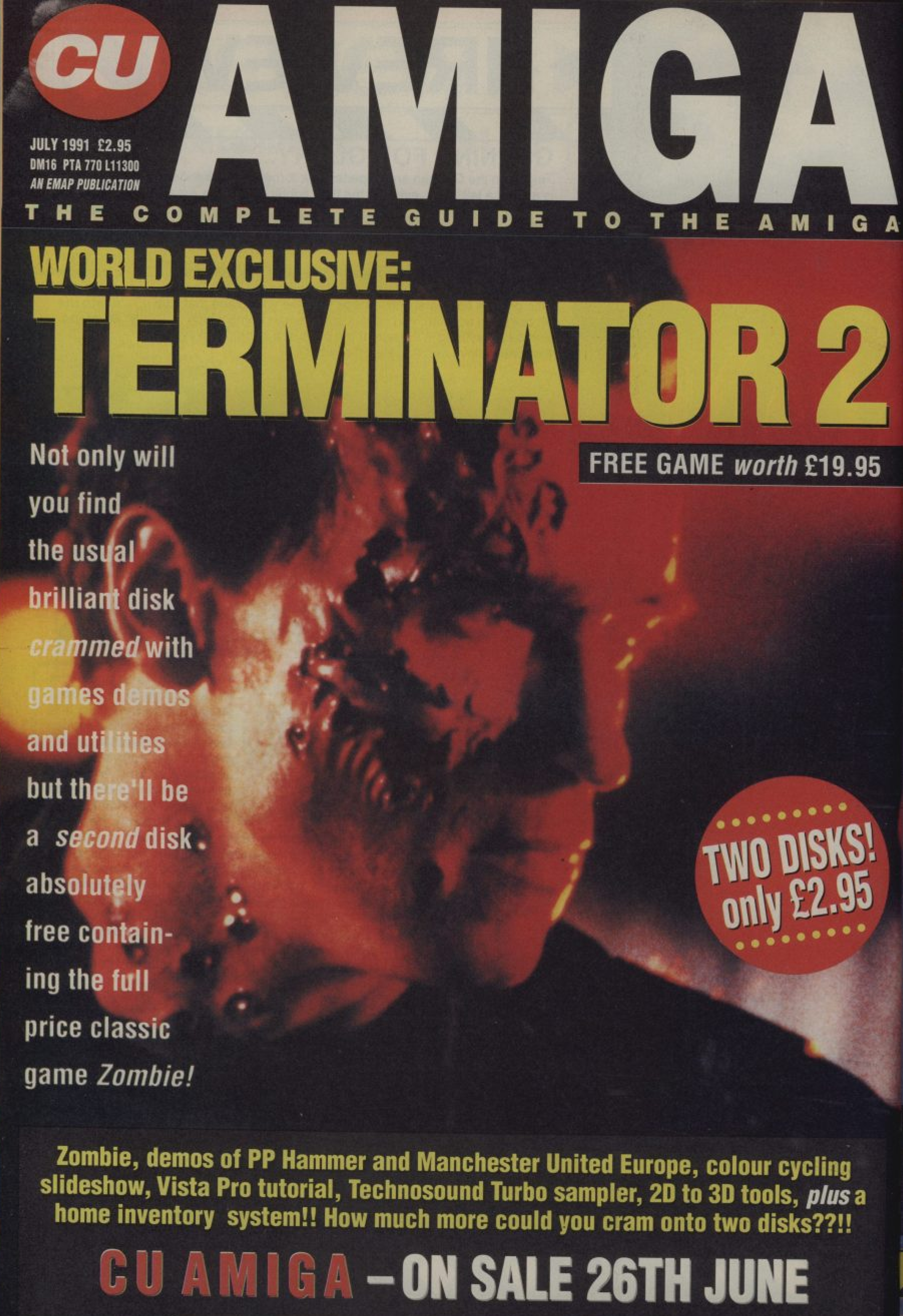


This has got to be one of the worst games to bung up a Megadrive in the short history of the machine! Manufacters Taito seem to be giving this cart quite a push in Japan, but why they bothered to bring it out in the first place I just don't know. There's nothing here we haven't seen a hundred times before, done a hundred times better. With so-so graphics (apart from the static World War II shots, which are quite good) abysmal sound and gameplay so mind-numbingly awful that tiddlywinks without counters is probably more fun, I'd recommend you shoot this piece of drivel down the second you clap eyes on the flashy cover and award yourself a medal for saving some hard-earned dosh. Fire Mustang is crap to the max, so wipe that silly grin off your face and completely forget about this game - NOW!

TIM BOONE



MEGADRIVE	
GRAPHICS	38
SOUNDS	34
PLAYABILITY	28
LASTABILITY	26
OVERALL	35


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TOP 20

GALLUP ALL FORMATS

THIS	LAST	GAME	BY	ON
1	1	MAGIC LAND DIZZY	CODE MASTERS	SPECTRUM
2	-	QUATRO CARTOON	CODE MASTERS	C64
3	-	DIZZY PANIC	CODE MASTERS	SPECTRUM
4	10	DRAGON NINJA	HIT SQUAD	SPECTRUM
5	19	MULTIMIXX 1 GOLF	KIXX	C64
6	9	DOUBLE DRAGON	MASTERTRONIC	C64
7	8	PAPERBOY	ENCORE	C64
8	-	FANTASY WORLD DIZZY	CODE MASTERS	SPECTRUM
9	15	CONTINENTAL CIRCUS	MASTERTRONIC	SPECTRUM
10	-	RED HEAT	HIT SQUAD	C64
11	-	QUATRO ADVENTURE	CODE MASTERS	C64
12	11	EURO BOSS	E&J	SPECTRUM
13	-	QUATRO RACERS	CODE MASTERS	AMSTRAD
14	-	EYE OF THE BEHOLDER	US GOLD	AMIGA
15	-	LOMBARD RAC RALLY	HIT SQUAD	AMIGA
16	-	CAVEMANIA	ATLANTIS	SPECTRUM
17	16	KWIK SNAX	CODE MASTERS	SPECTRUM
18	-	PGA TOUR GOLF	ELECTRONIC ARTS	AMIGA
19	13	CJ'S ELEPHANT ANTICS	CODE MASTERS	C64
20	-	GHOSTBUSTERS	MASTERTRONIC	SPECTRUM

Look at all the budget software in that chart! Only Eye of the Beholder and PGA Tour Golf have managed to make an impression on this month's top twenty. Let's hope you're all saving up for the summer hols so you can buy some real quality gear.

AMSTRAD

1	-	Dizzy Panic	Code Masters
2	1	Magic Land Dizzy	Code Masters
3	-	Quattro Cartoon	Code Masters
4	2	Dragon Ninja	Hit Squad
5	3	Double Dragon	Mastertronic
6	6	Quattro Racers	Code Masters
7	16	Quattro Adventure	Code Masters
8	-	Teenage Mutant Hero Turtles	Mirrorsoft
9	10	Quattro Firepower	Code Masters
10	11	Gary Lineker's Hotshots	Kixx
11	12	Continental Circus	Mastertronic
12	4	Cavemania	Atlantis
13	8	Multimixx 1 Golf	Kixx
14	9	Spitting Image	Hit Squad
15	14	Afterburner	Hit Squad
16	-	Euro Boss	E+J
17	13	Operation Wolf	Hit Squad
18	-	Super Scramble Simulator	Kixx
19	-	Scooby and Scrappy Doo	HiTec
20	17	Dizzy Collection	Code Masters

Yet again, the Codies run riot over the rest of the Amstrad chart, what with Dizzy and various Quattro titles - is there any hope left for full price titles? Speaking of which, the only one there is the Turtles (groan)...

CVG TIP FOR THE TOP

Although not wanting to sound too repetetive, the distinct feeling is that yet another budget title will sit at the top of the stack next month - don't you lot like spending money or something?



The long-awaited Sonic hits the top!



Amstrad action in Double Dragon!



Afterburning can be fun at number 15!

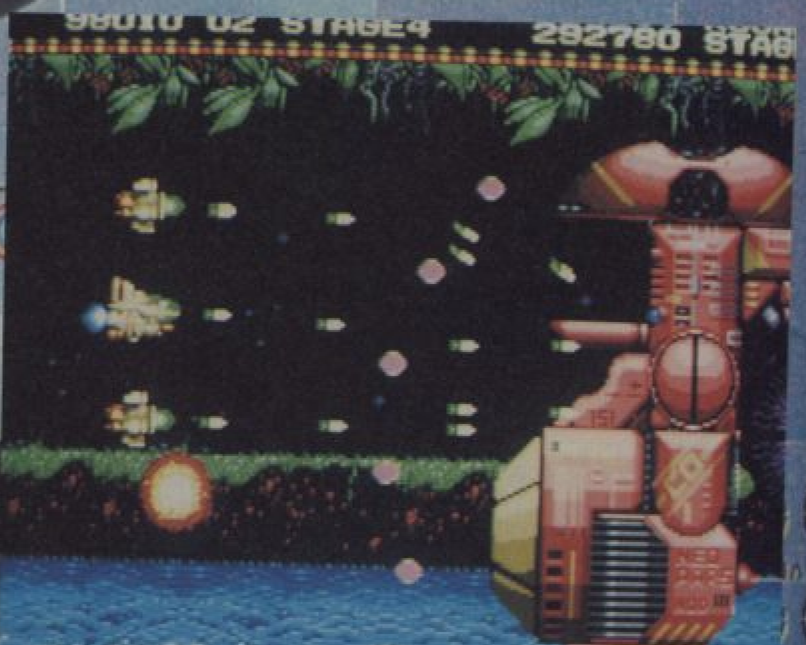
MEGADRIVE

1	-	Sonic the Hedgehog	Sega
2	10	Wardner	Sega
3	-	Zero Wing	Sega
4	-	Bonanza Bros	Sega
5	2	PGA Tour Golf	Electronic Ar
6	4	Lakers vs Celtics	Electronic Ar
7	-	Fire Mustang	Sega
8	-	Air Buster	Sega
9	-	Abrams M1 Battle Tank	Electronic Ar
10	-	Bimini Run	Sega

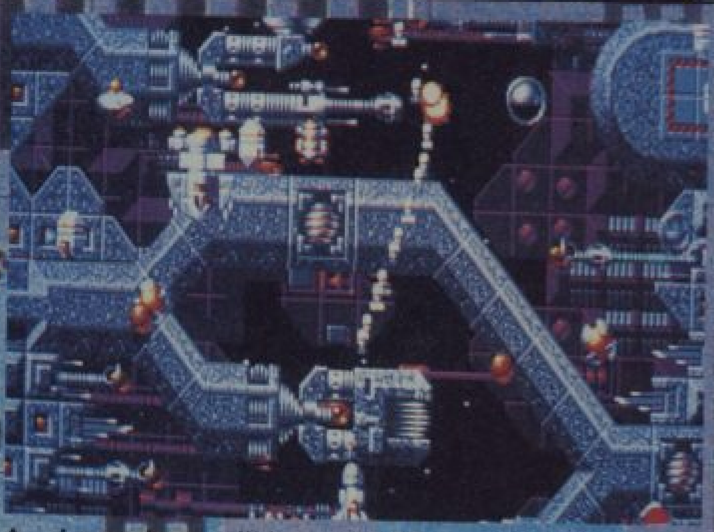
Wow! From absolutely nowhere, Sonic the Hedgehog blas his way to the top of the Megadrive chart - if you ask us, that where he's gonna stay for some time to come! Wardner an Bonanza Bros steam up the table, but it's unlikely whether the climb any higher, thanks to you-know-who... Thanks as usu to Console Concepts (0782 712759) for the chart.

CVG TIP FOR THE TOP

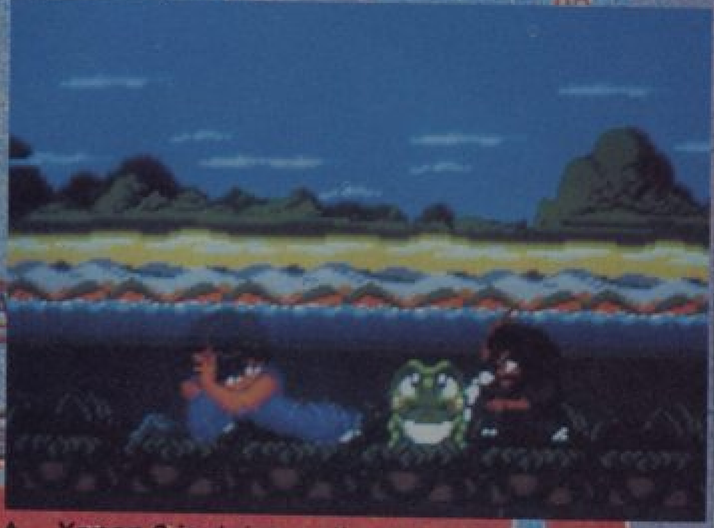
It'd be very surprising indeed if Sonic wasn't at the top of ne month's Megadrive chart.



Zero Wing's riding high at number three!



▲ Lemmings still keep the ST owners wowed!



▲ Xenon 2 is doing well on re-release.

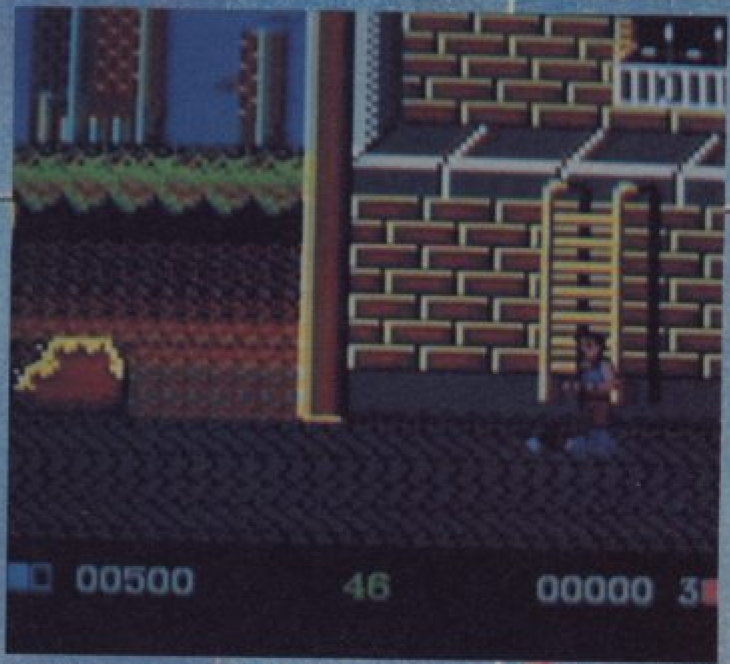
ATARI ST

1	-	Lombard RAC Rally	Hit Squad
2	-	Xenon 2: Megablast	Mirror Image
3	-	3D Pool	Mirror Image
4	1	Lemmings	Psygnosis
5	2	Steve Davis World Snooker	CDS
6	-	Armour-Geddon	Psygnosis
7	5	Final Whistle	Anco
8	9	Ninja Rabbits	MicroValue
9	11	Little Puff	Code Masters
10	-	North and South	D I
11	-	HeroQuest	Gremlin
12	4	Fantasy World Dizzy	Code Masters
13	-	3D Construction Kit	Domark
14	-	Kick Off Winning Tactics	Anco
15	20	Gary Lineker's Hotshots	Kixx
16	-	GODS	Renegade
17	-	War Zone	Core
18	3	California Games	Kixx
19	16	MegaTraveller 1	Empire
20	18	Defender of the Crown	Mirror Image

Lombard RAC screeches into pole position this month, with the brilliant Xenon 2 close behind - don't you get the feeling they should be the other way round? Also, GODS gets a look in, at last...

CVG TIP FOR THE TOP

We reckon Xenon 2's good enough for the top slot, but expect GODS to start climbing the ladder.



▲ Mr Chan does the biz at number seven!

PC ENGINE

1	2	Legend of Hero Tonma	Irem
2	5	Final Match Tennis	Human
3	-	Adventure Island III	NEC
4	-	Pang (CD-ROM)	NEC
5	-	Power Eleven	NEC
6	1	Parasol Stars	Taito
7	3	Jackie Chan	Hudson
8	8	Motoroader 2	Masiya
9	-	Ray Xamber 2 (CD-ROM)	NEC
10	10	Hellfire (CD-ROM)	Toaplan

Another pretty yawnsome PC Engine chart this month - Parasol Stars sliding down five places, but Pang on CD-ROM entering at number four. Could this be the start of a revolution as far as you Engineeers are concerned? Anyway, thanks a bundle to Console Concepts (0782 712759) who, as ever, supplied the chart.

CVG TIP FOR THE TOP

Is it at all possible that we could see Hatris somewhere up at the top by next month?



▲ Hellfire on CD-ROM hangs on for another month!

AMIGA

1	-	Eye of the Beholder	US Gold
2	4	PGA Tour Golf	Electronic Arts
3	-	Lombard RAC Rally	Hit Squad
4	-	Kick Off Winning Tactics	Anco
5	3	Fantasy World Dizzy	Code Masters
6	-	3D Pool	Mirror Image
7	-	Xenon 2: Megablast	Mirror Image
8	-	Switchblade 2	Gremlin
9	-	Railroad Tycoon	Microprose
10	19	Treasure Island Dizzy	Code Masters
11	-	HeroQuest	Gremlin
12	-	Secret of Monkey Island	US Gold
13	-	Cricket Simulator	Soundware
14	14	Speedball 2	Mirrorsoft
15	-	Steve Davis World Snooker	CDS
16	2	GODS	Renegade
17	1	Armour-Geddon	Psygnosis
18	-	North and South	DI
19	-	Life and Death	Mindscape
20	-	Cybercon III	US Gold

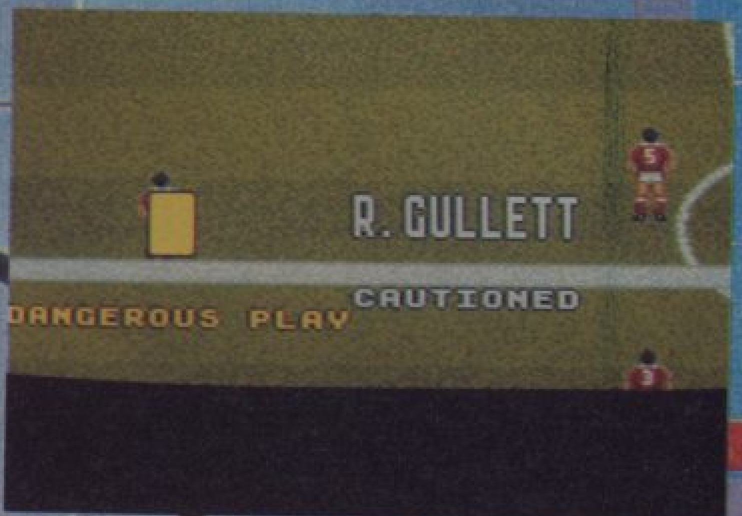
A massive fall for Armour-Geddon this month, from number one to number 17, but the totally brilliant Eye of the Beholder sits proudly in the vacant top slot. GODS has also taken a stumble, down to number 16...

CVG TIP FOR THE TOP

What with titles like Cybercon III, Secret of Monkey Island, HeroQuest and the aforementioned Eye of the Beholder all milling around, next month's numero uno could be any one of them! Keep an eye out for Switchblade 2, though...



▲ PGA Tour Golf hits number two!



▲ Switchblade 2 arrives in at number eight!



▲ Dragon Ninja's at number four!



▲ Paperboy clings on at number five!

C64

1	1	Magic Land Dizzy	Code Masters
2	-	Quattro Cartoon	Code Masters
3	7	Multimixx 1 Golf	Kixx
4	2	Dragon Ninja	Hit Squad
5	3	Paperboy	Encore
6	5	CJ's Elephant Antics	Code Masters
7	4	Double Dragon	Mastertronic
8	-	Red Head	Hit Squad
9	-	Supremacy	Virgin
10	-	Ghostbusters	Mastertronic
11	9	Quattro Racers	Code Masters
12	-	MultiPlay Soccer Manager	D+H Games
13	-	Ghostbusters 2	Hit Squad
14	14	Quattro Adventure	Code Masters
15	-	Shadow Dancer	US Gold
16	19	Cavemania	Atlantis
17	20	Kwik Snax	Code Masters
18	18	DT's Olympic Challenge	Hit Squad
19	-	Dizzy Collection	Code Masters
20	11	Euro Boss	E+J

ARRRGH! Yet again the C64 chart is totally overrun with budget software, with the lone exceptions of Shadow Dancer and Supremacy! Don't you lot buy any full-price stuff any more?

CVG TIP FOR THE TOP

Will probably be another budget title, but keep an eye out for MERCS or Shadow Dancer, or maybe even something completely different...

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It took English football just one season to go from Europe's reviled to revered, thanks to Manchester United's astounding Cup Winners' Cup victory against Spanish giants Barcelona earlier this year. Alex Ferguson's men took on the might of some of the best sides in the world (and even little Wrexham!) to take the title at the first attempt after five years in the international wilderness following the Heysel Stadium disaster. This game, the sequel to the 100,000-plus selling (and 95% CVG HIT! rated) Manchester United, is a celebration of the club's achievements.

The object of the game, as you'd expect, is to take the Reds to the top in the five available competitions - UEFA Cup, European Cup, Cup Winners' Cup, Super Cup or World Club Championship. All of the teams which qualified for the respective competitions are featured and there are league and friendly games to play when there is no cup fixture planned. Most of the cup games are played over two legs, the winner being the team with the higher aggregate score.



▲ *A fine save from the lad, eh Greavesy?*





When Krysalis said they were going to produce a sequel to Manchester United containing some of the best bits not featured in the original, they weren't kidding! Manchester Utd Europe is here, and it's a very good simulation of football. The first thing that strikes is the quality of the graphics - all the players have the appropriate numbers on their backs - a great touch - and the amount of different moves they can achieve is, as a famous sporting quizmaster might say, quite remarkable. Not only can the players run about and kick the ball, they can chest it down, head it, launch frightening volleys - in fact, almost everything a real footy player can do! The aftertouch works well, allowing for goals-a-plenty if you know how to use it to best effect. There are a couple of gripes with Manchester Utd Europe, mind you. For one, I wish Krysalis had taken a leaf out of Kick Off's book and introduced a free-rolling ball instead of a stick-to-yer-foot special - it would have made for a far more realistic game. Still, we can't have everything and as it stands Manchester Utd Europe is an enjoyable version of the game we love so much.

PAUL RAND

A(FTER) TOUCH OF CLASS

One of the features of Manchester Utd Europe should be familiar to fans of Kick Off 2 - the facility to use aftertouch. For those not aware of what aftertouch is (where have you been?!), it's a method of moving the joystick directly after kicking the ball in order to either keep it low or send it soaring. It's also to apply curl to the ball and send it arcing into the back of the net, just as the professionals do it on a Saturday afternoon. Aftertouch helped make Kick Off 2 the game it is - and it works to reasonable effect in Manchester United Europe, too.

…STER …TED



WE'RE ALL OFF WITH FERGIE'S ARMY...

The road to Cup Final glory was a rocky one for Manchester United FC, culminating in an entertaining battle against Spanish titans Barcelona in Rotterdam. Here's a rundown of what Fergie's fellas did to get get there.

Against PECSI MUNKAS
1st Leg (away) - 2-0
2nd Leg (home) - 1-0
Aggregate Score - 3-0

Against WREXHAM
1st Leg (home) - 3-0
2nd Leg (away) - 2-0
Aggregate Score - 5-0

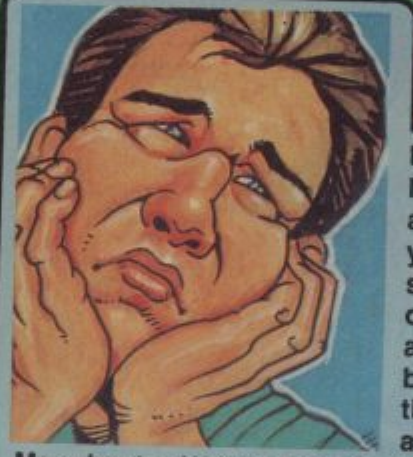
QUARTER-FINAL against MONTPELIER
1st Leg (home) - 1-1
2nd Leg (away) - 2-0
Aggregate Score - 3-1

SEMI-FINAL against LIEGE WARSAW
1st Leg (away) - 3-1
2nd Leg (home) - 1-1
Aggregate Score - 4-2

FINAL against BARCELONA
Final Score - 2-1



▲ *3-1 to Man U and Brian McClair laps up the applause!*



First off, let me confess that I'm not a huge football fan - although Kick Off 2 had yours truly glued to the screen until my eyes went out of focus and the joystick all but fell apart. People are bound to try and compare the two, but somehow I really don't think that's fair. Manchester United II is a fine game in its own right - the sheer amount of moves available to the player adds a great deal to the game and the programmers have obviously put a lot of thought into capturing the atmosphere of the big match. For those of us spoiled by the dribbling brilliance of Kick Off, self-adhesive balls which stick to boots can be a bit of a pain - but for all that there's plenty of challenge here. These days footy games have to be of the highest quality, and Man Utd II certainly scores well here. I think many people will see this as a complement to Kick Off - one to load up and enjoy when you're looking for a different angle or want to live those dreams with the Saturday superstars. As such it's well worth a serious look and Krysalis can boast a job well done.

TIM BOONE



▲ *Anthems away!*



UPDATE

Expect to see Manchester United Europe kicking around on now, on ST (£25.99), PC (£29.99), C64, Spectrum and Amstrad (£11.99 tape, £15.99 disk). Go for it!

AMIGA

GRAPHICS	87
SOUNDS	72
PLAYABILITY	80
LASTABILITY	83
OVERALL	84

YO!

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OVERALL 101%

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COMPUTER TRADE WEEKLY

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THE EUROPEAN COMPUTER ENTERTAINMENT SHOW 1991

REVIEW

AMIGA **£25.99**

BY ACTIVISION



Reports are coming in over the airwaves - a town in the deep South is no longer communicating with the outside world. All that was heard before the lines went dead were terrible screams, then a cry of "God help us!". A helicopter fly-by reveals a terrifying reality - the inhabitants of the town have been transformed into blood-lusting zombies! Not only that, but the birds have become man-eaters and even the normally placid fish have turned into razor-fanged pirhanas!

Not a very nice predicament to find yourself in, is it? But that's how it is, and it's up to you (and a friend, if he so wishes) to quite literally stop the rot. There's only one course of action to embark upon - discover what has caused this horrific state of affairs and, if possible, find a way to revert these hideous creatures back to their previous forms. But you're no scientist, and anyway, the zombies have smashed up all the labs, so grab an Uzi and inject some lead into the poor, unfortunate citizens before they inject their teeth into you.

GRAB YOUR KIT AND KICK CORPSE!

Gone are the days when the only way to kill a zombie was by chopping off its head - in Beast Busters you can use the following items of destruction, which fall down the screen at various points during the game:

AMMO: Extra rounds of ammunition for your machine gun.
GRENADE: Wipes out zombies - in a flash!
MORTAR: Like the grenade, but does even more damage to those walking bags of bones.
FIREBOMB: As the name suggests, spreads flaming death around the playing area.
ELECTRICITY BALL: Produces a high voltage charge which fries the dead guys on contact.
FIRST AID: Adds much-needed energy to your health bar.

MYSTERY ZONE

As soon as you enter the subway system those critters begin their attack.



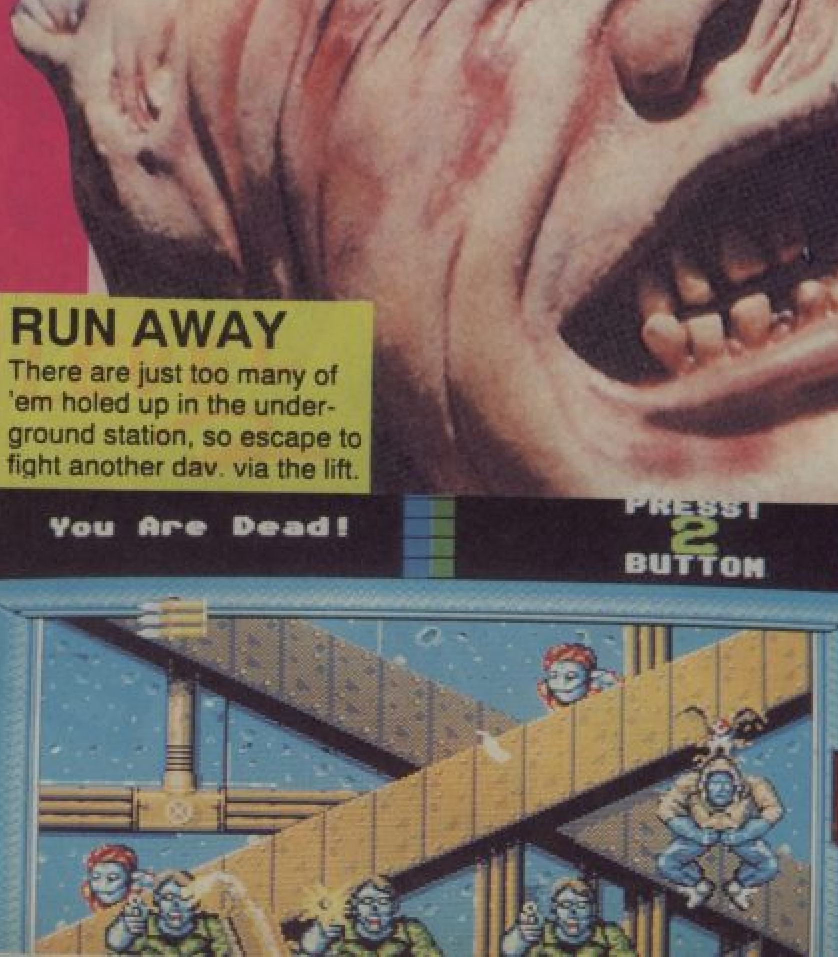


When SNK launched the Beast Busters coin-op, it went down a treat in arcades across the land, perhaps more for its bloodthirsty death sequences than the rather overdone Op Wolf-style of play. The game has now been stuffed into the Amiga, and to tell the truth there isn't much of a difference between this conversion and the original arcade machine. The stomach-churning graphics are all there - even the scenes where the enemies explode into chunks of bloodied flesh when they're disposed of. All the original collectables have been retained, from mortars to grenades, extra ammo to first aid kits, and even though the gameplay is the same old Op Wolf/Thunderbolt scroll 'n shoot type, the screen scrolls at a fair old pace and those baddies pour onto the screen to come face-to-face with a barrel full of bullets! So, if you like your Amiga blasting entrails an' all, you'd be hard pushed to find anything quite like Beast Busters - just be sure to have a bucket or paper bag by your side when you play!

PAUL RAND

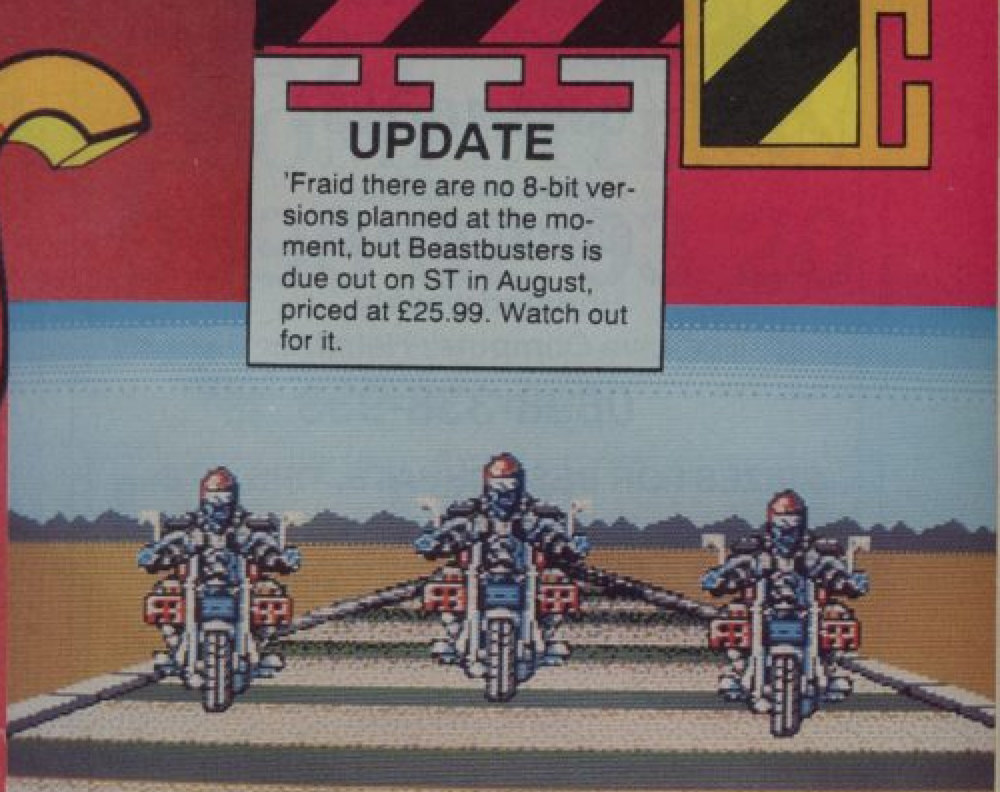
RUN AWAY

There are just too many of 'em holed up in the underground station, so escape to fight another day, via the lift.



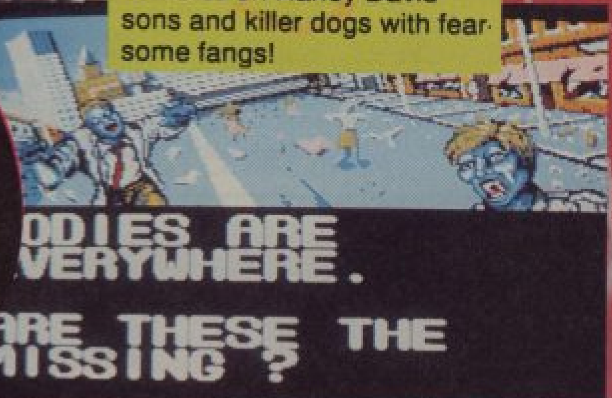
BUSTERS

UPDATE
'Fraid there are no 8-bit versions planned at the moment, but Beastbusters is due out on ST in August, priced at £25.99. Watch out for it.



GHOST TOWN
Back on firm ground, but so are your enemies - and now they've got hold of hand grenades! As if that isn't enough to contend with, you'll also have to sort out Hells Angel zombies on Harley Davidsons and killer dogs with fearsome fangs!

THE FINAL BATTLE
One of the mysteries is solved here - someone's been indulging in a spot of cloning as you now come face to face with the guardians disposed of earlier in the game.







The Amiga has never really been well off for good Operation Wolf style games, and even Op Thunderbolt wasn't that good. Luckily, Beastbusters is a vast improvement on what's gone before, not just because it actually has the smooth 3D scrolling which wasn't in Op Wolf, but it is actually a much more entertaining game. I mean, let's face it, would you rather shoot soldiers or splatter the innards of a thousand festering zombies all over the walls of a subway? There's quite some variety between the levels so the action doesn't grow too stale, and if you're playing with a friend you really do get double the fun. Beastbusters was definitely one of Activision's better licenses, and it's great to see that the company's past problems haven't meant that it has been lost forever. Definitely a must-buy!

PAUL GLANCEY



ALONG THE RIVER
Think that you'll be safe by the riverside? Think again! N are the zombies on foot, they've also figured out how to speedboats!



BEAST BUSTERS
A shrill cry can be heard in the distance. Is there someone else? Maybe, but the undead are going to do their damndest to ensure you never find out!

AMIGA	
GRAPHICS	92
SOUNDS	85
PLAYABILITY	90
LASTABILITY	89
OVERALL	90



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REVIEW

PC **£39.99**

BY DYNAMIX

Jake "Lucky" Masters hasn't been living up to his nickname of late. It's 1928 and his charter airline business operating out of Hong Kong is on the rocks. He also owes a lot of money to Eugene Lomax, one of Hong Kong's most powerful businessmen, and not the kind of fellah you want to get on the wrong side of.

But things aren't going too well for Lomax either. His daughter, a nurse working in rural China, has recently been kidnapped. Reckoning that he owes him a favour, Lomax wants Lucky to rescue her, and to help persuade him Lomax has had Lucky's houseboat blown up! Not surprisingly, Lucky has accepted the job.

Lucky starts this adventure game on the docks at Hong Kong, looking at the remains of his home. From there, he has to catch a rickshaw into town to recruit a ninja, Zhao Chi, who will prove invaluable on the quest. After persuading Zhao Chi that aeroplanes really can fly, you can take off to Chengdu. From there the quest leads to Katmandu then to Istanbul and after a trip on The Orient Express, the culmination of the adventure takes place in Paris.



▲ *Check out that scenery!*





CONTROL YOURSELF!

Adventure games which require you to use the keyboard are history. As in a lot of recent adventures, the commands in Heart of China are issued via icons and a pointer, which is either mouse or joystick controlled. Place the pointer over anything of interest and click on the right button to examine it, or the left button to collect it (if it is indeed collectable).

When the pointer hits a person, it turns into a speech bubble, and if you want to enter into conversation you're presented with a selection of things to say. Lucky likes to talk tough, but unless you're after a fight, try to be nice to people. After all, you never know when you might need someone's help, and all the characters in the game have a good memory...

HARDWARE REQUIREMENTS

Running Heart of China requires a fast PC (286 or over) with a VGA card, 640k of memory, a hard drive and a high density floppy disk drive. So there.





There's no doubting that adventures have come a long way over the past year or so, what with easy-to-use command systems and incredible graphics, but I think maybe Heart of China is a step too far! The graphics and the sound create an excellent atmosphere, as does all the character interaction, and the controls are well-thought out. The designers have made an extreme effort to make the game feel like a film, and it does - the only problem is, it's not a particularly good film. The problem lies in the fact that the game really goes overboard with it's conversation routines, and in the end there's just a bit too much talk and not quite enough action. That's not to say it ruins things, because the frills still make the game impressive. But if it came to a choice between this and Indiana Jones and the Last Crusade, I'd go for the man with the hat every time.

PAUL GLANCEY



▼ *On the streets again. Tough life, eh?*



▼ *What, fly in that crate? Oh, alright then.*



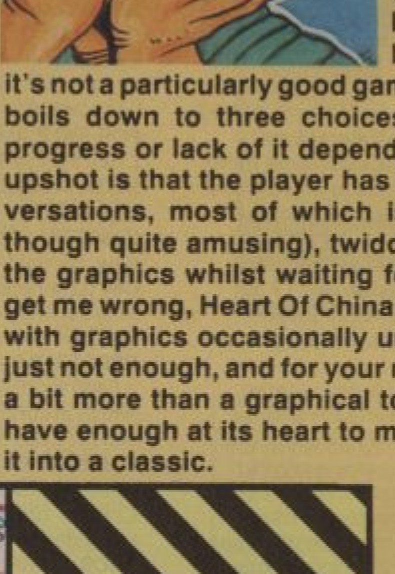


◀ *Take that! Lucky brawls with the best of 'em. - and who can blame him?*



MAKING MOVIES

One of the first things to strike the player about Heart of China is its unusual graphical style. Many of the backgrounds are hand-drawn, but the people in the game are actually digitised pictures of actors. More than 85 people were cast as the characters, and all of them were kitted out with the correct period costumes, and they were even made up for the camera. The photographs were then turned into computer images using three colour scanners and appear on the PC screen in either 16 or 256 colours via a VGA card.



At first glance, Heart Of China looks incredible. Look closer and you'll find amazing graphics and an interactive computer movie polished until it shines. Search deeper still and there's not much left to find, because however groundbreaking Heart Of China is, it's not a particularly good game. Basically the interaction boils down to three choices in most situations, with progress or lack of it depending on your response. The upshot is that the player has to sit through lengthy conversations, most of which is entirely superfluous (although quite amusing), twiddling thumbs and gazing at the graphics whilst waiting for the next decision. Don't get me wrong, Heart Of China is a stunning, bold product with graphics occasionally unsurpassed. Trouble is it's just not enough, and for your money you want something a bit more than a graphical tour-de-force which doesn't have enough at its heart to merit repeated play and turn it into a classic.

TIM BOONE



▲ *Good old lucky doesn't hang about, making tracks all over the show.*

▼ *You want talk? That cost you, mister!*



PC	
GRAPHICS	94
SOUNDS	89
PLAYABILITY	88
LASTABILITY	89
OVERALL	89

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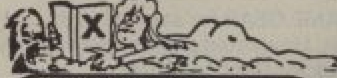
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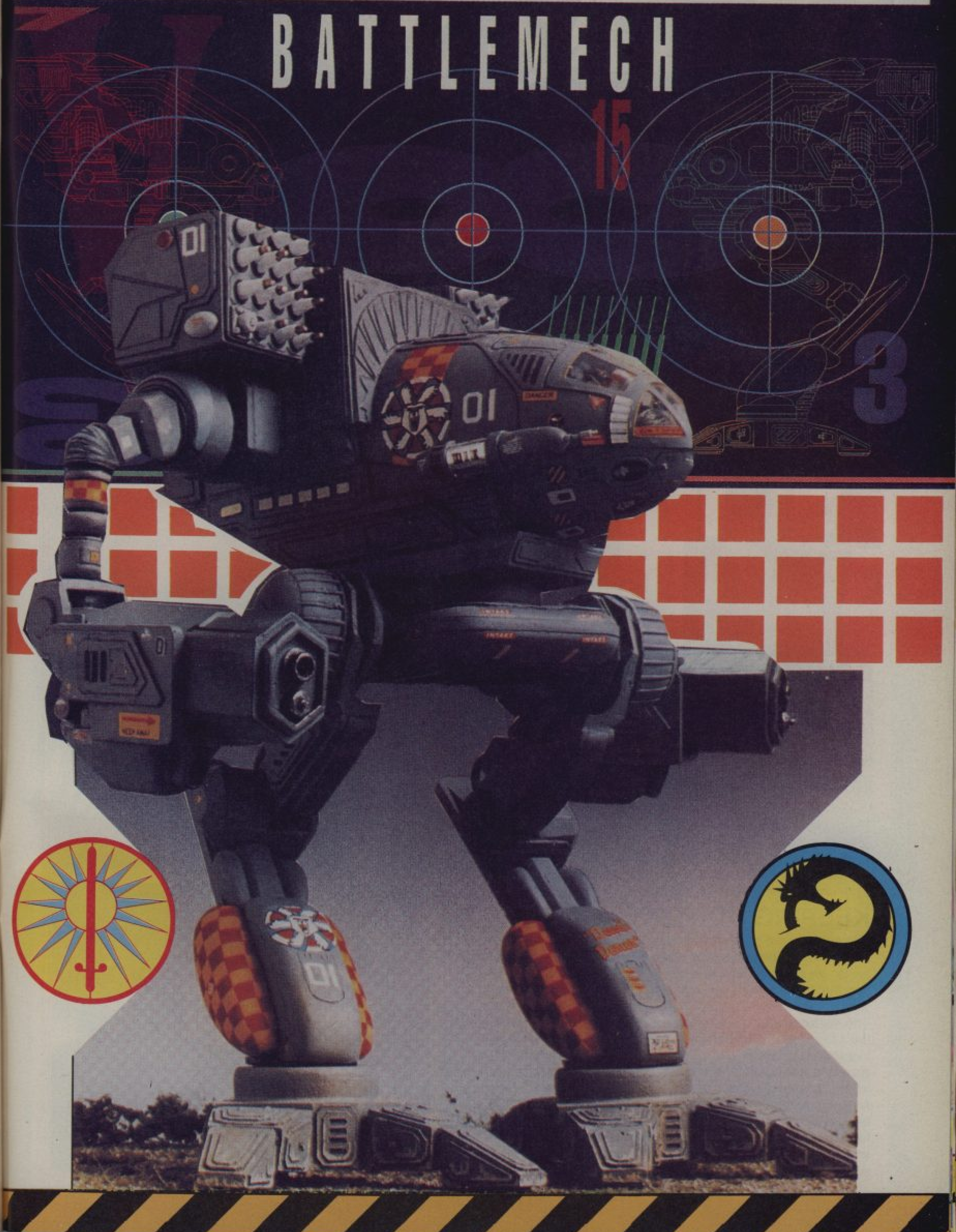
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BATTLETECH

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BATTLEMECH



BATTLETECH CENTER

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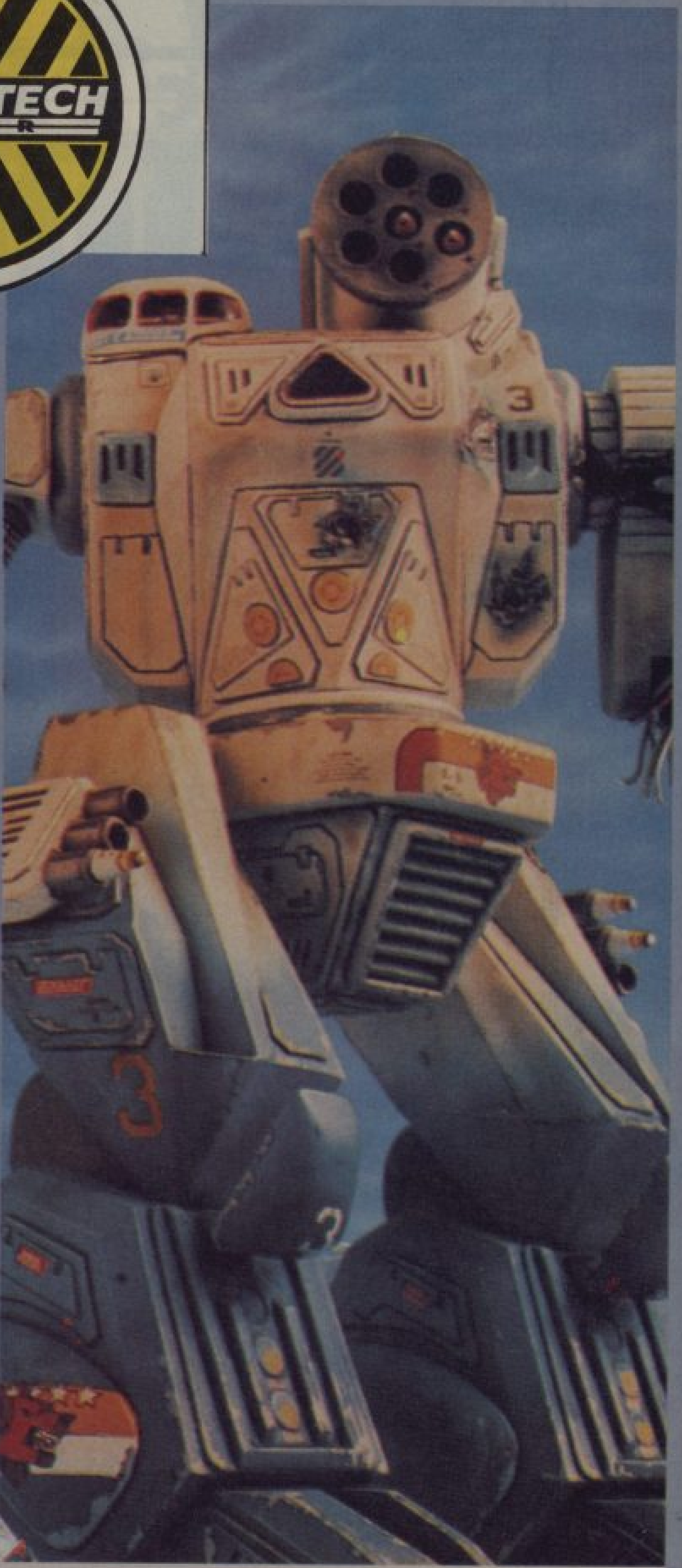
Set in the battlefields of the 31st century, Battletech puts you in control of a BattleMech: a 12-metre high, heavily armoured robot of war fitted with the most awesome weapons of destruction ever devised. It's a supremely powerful machine and can only be stopped by one thing - another Mech! And this is what this incredible new arcade experience is all about...

The Battletech Centre in Chicago is the first in what's hoped will be a series of worldwide centres where players can visit and play Battletech. A very impressive place, it looks like an arcade of the future - with rows and rows of Battletech pods into which the players climb to pilot their giant robots.

Games are usually played with six or so players at a time, either with two teams of three Mechs, or in a free-for-all scenario like those in which I played. Here's the experience...







COUNTDOWN TO COMBAT

Before combat begins, you're briefed on the controls and the way the Mech works. As you can see from the diagram, an explanation is certainly needed - the controls take a bit of getting used to.

Once you've been through the training drill, it's time to assign yourself a codename (JAZ for me, of course), choose a Mech from the variety of models available and climb into the cockpit to engage in Mech war!

The cockpits are very comfortable, and once you've slid the door shut (completely cutting you off from the outside world) you really feel like you're sitting in the heart of a Mech, cocooned by a massive bank of lights and dials. You've even got a pull-down microphone so you can talk to other players!

KEEPING CONTROL

The controls are pretty intimidating at first, but not all of them are needed to play at the basic level. As you get better you can switch on all sorts of extra stuff like infra-red scanning, independent turret rotation and realign the weapons to work in a specific order.

The control panel is dominated by a large TV monitor, where all the action takes place. Players are given a first-person perspective few out of the "eyes" of their Mech, so if your machine stands in front of another you see that Mech and the player who's pilotting the Mech opposite will see you! The 3D graphics are truly outstanding and utterly convincing. The Mechs are beautifully animated, and the backgrounds and sky realistically fade towards the horizon. Weather conditions are changeable and you can play at night, in a desert, on fields, in fog, rain, snow - the combinations are enormous.









CAN YOU TAKE THE HEAT?

Myself and five others played a series of ten minute games set in the desert, with a heat haze giving only 1000 meters visibility. Consequently Mechs could sneak up quite close to you before you made visual contact. That meant that you had to constantly keep one eye on the radar below the main screen to make sure no-one was approaching with missiles and lasers ready to blow you apart.

After chatting with the Battletech operator about the different Mech series available, I decided to choose a Loki V3. It's as slow as a coach, but it's got the best armour and carries the most powerful weapons. Others in my group chose MadCats (more speed, but weaker armament), and Hitman (a "professional" player of more than 600 games experience who was brought in to show us how to play) selected a Vulture Prime which he said was the weakest Mech, "just to give us a chance". The Mech movement and weapon targetting systems operate independently, and concentrating on tracking down other Mechs, aiming your weapons and hitting them is quite tricky at first - especially when they're trying to do the same to you.

TRICKY TACTICS!

My tactic was to turn around and run away from the other five, then wait for one to break away from the pack so I could stalk him without being blasted in the melee. It takes six or seven well-aimed hits to destroy a Mech, but the satisfaction you get when you see the pilot blast off in an automatic escape capsule seconds before the Mech explodes is enormous! In one particular one-on-one encounter I managed to blow and arm and leg off a Mech and watched gleefully as it hopped along (they do that!). I finally put it out of its misery by blowing its pelvis apart! In the games I played, pilots whose Mechs were blown up were returned in the same Mech a few miles from the centre of battle. In other scenarios, pilots return in fast mini mechs which although have weak armour and armament, they can prove to be a real thorn in the side of the big Mechs. At professional level, if you die, it's all over.

JOIN THE LEAGUE

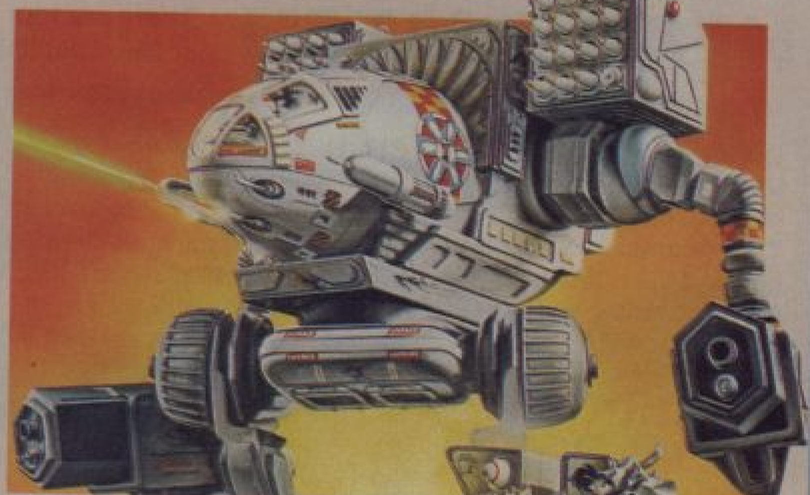
The Battletech Centre has several leagues in operation, each filled with teams of three players. Contests are held weekly, and the teams battle fiercely for top honours. There are seminars on tactics, and teams constantly practice manoeuvres together to perfect attack patterns and discover new ways of getting the most out the machinery!

DE-BRIEFING

After each battle, each Mech Warrior is given a printout of his performance. The sheet lists the all the players' scores, and also gives blow-by-blow highlights of the contest. As you can see from Jazza's de-briefing from his third match, there's a war going on out there.

THE VERDICT

Battletech is definitely the most exciting interactive videogame system yet devised. The realistic graphics combined with the utterly convincing cockpit interior results in an awesome experience that keeps you buzzing hours after you've left the Centre. In Chicago people are hooked on it, and it's easy to see why - it's simply amazing. If a Battletech Centre does appear in London you'll definitely see me there as often as possible. And you'd better watch out, because I'll be out to destroy you!

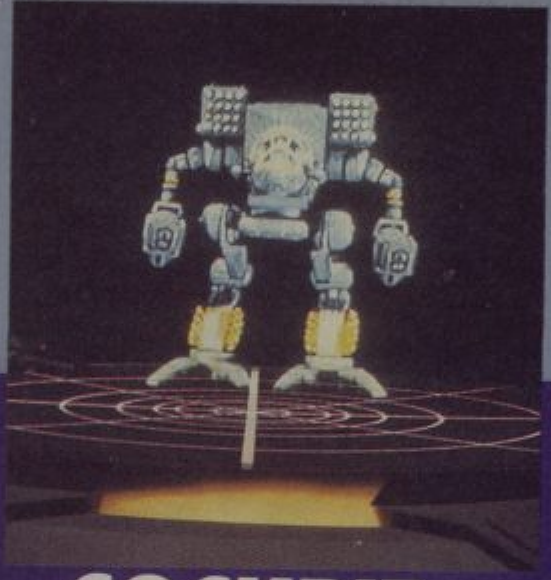


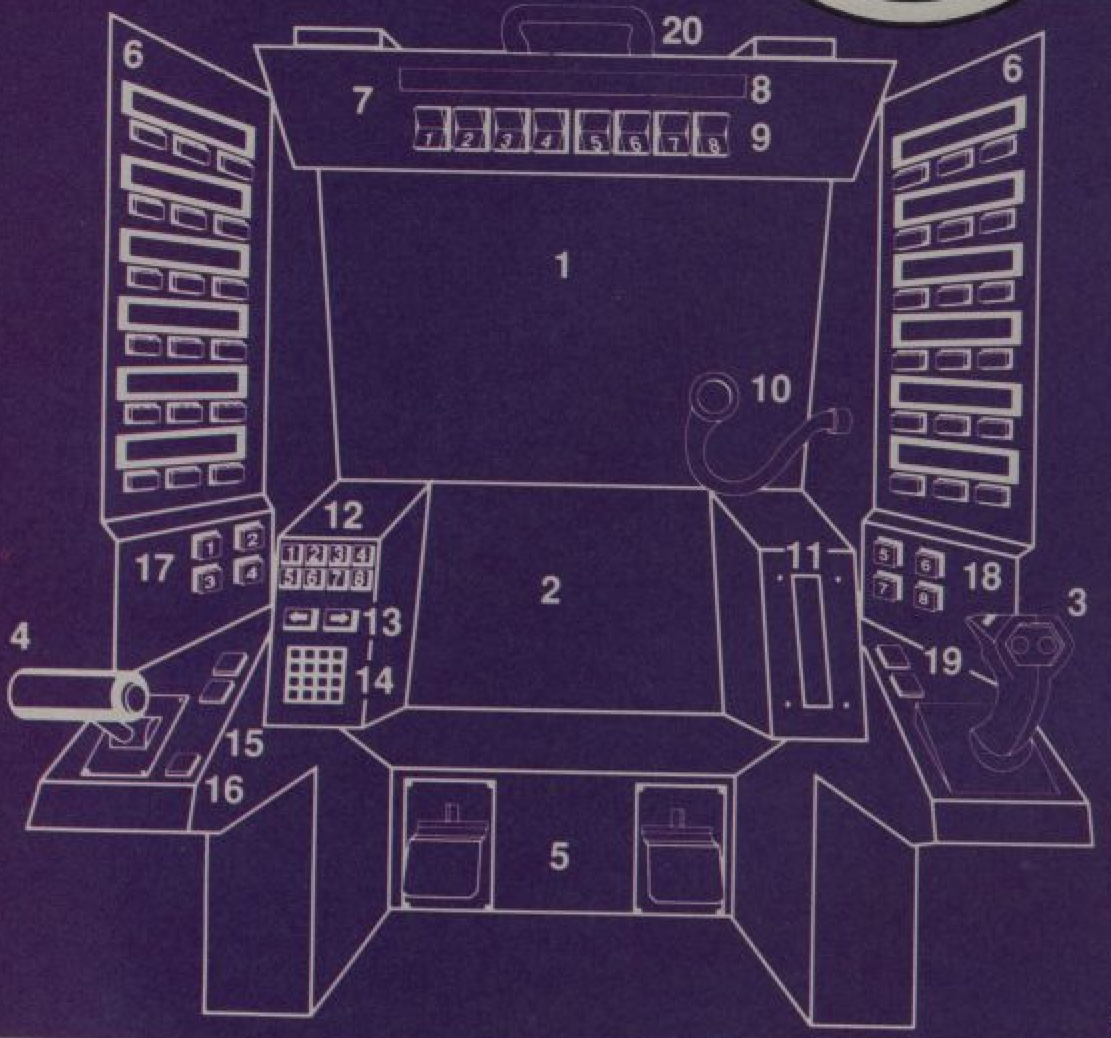
BOTTS

Microprose's next arcade machine, following on from their impressive F-15 Strike Eagle coin-op will be BOTTS, a game based around huge fighting robots. Their filled-vector 3D graphics driver is pushed to its limits as you pilot a giant war robot around a vast arena, taking on other 'bots in an almost gladitorial-style conflict. An early version of the machine I saw at the CES show in Chicago looked very impressive indeed, and I think that it could be a runaway success! We'll bring you more information closer to the machine's UK launch date.

COMING TO LONDON

Battletech franchises are up for grabs at the moment, and Battletech head honcho John Weisman hopes to have a London Battletech Centre up and running within a year. We'll tell you more about it when we have more information.





COCKPIT CONTROLS

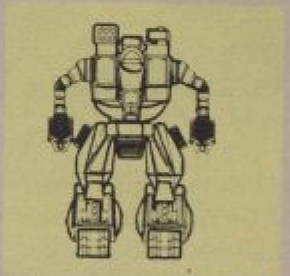
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16) Radio Push toTalk Button
17) Advanced Controls Buttons 1 thru 4
18) Advanced Controls Buttons 5 thru 8
19) Aditional Advanced Controls
20) Entrance/Egress Handle

HEAVY MECH

There are four basic types of Mech available at present:

LOKI

Very heavily armed and armoured, but they're slow. They're great in close combat, and their backs are well armed to help it escape serious damage if it's jumped from behind.

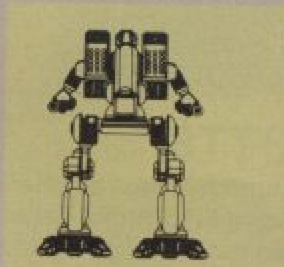


Loki Prim.
(Primary Version)
Top Speed: 97 Kph
Number of Weapons:

- 2 A.F.C. 50mm
- 1 S.R.M. 6 pack
- 2 Medium Lasers
- 2 Small Lasers
- 2 Machine Guns

VULTURE

A fast Mech that's packed with long-range weaponry. They're not particularly well armed, but they have a batch of short range lasers just in case it finds itself in close quarter combat.



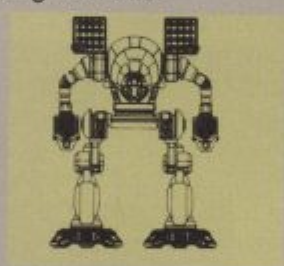
Vulture Prim
(Primary Version)
Top Speed: 97 Kph

Number of Weapons

- 2 LRM 20-packs
- 2 Large Lasers
- 2 Medium Lasers
- 2 Small Lasers

MADCAT

A well balanced, but ageing Mech that features good armament, armour and speed capabilities. It doesn't excel in any areas, but if you're after a solid, versatile all-round Mech, you can't go wrong with this.



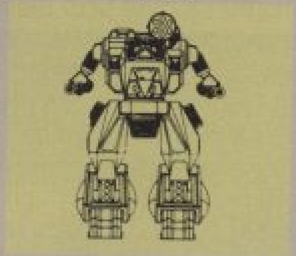
MadCat Prim.
(Primary Version)
Top Speed: 97 Kph

Number of Weapons:

- 2 L.R.M. 15 packs
- 1 P.P.C.
- 2 Large Lasers
- 2 Medium Lasers

THOR

Available in a wide variety of variants, the Thor is almost as well armoured as a Loki and can carry a wide variety of weapons, which can slow it down or speed it up depending on how heavy its armoury is. Because its weapons are so varied, you must approach it with caution - you never know quite what it might be carrying!



Thor Prim.
(Primary Version)
Top Speed: 97 Kph

Number of Weapons:

- 1 L.R.M. 10 pack
- 2 A.F.C. 25mm
- 2 Large Lasers
- 4 Small Lasers

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ARCADE ACTION

Arcade giant Capcom have lined up a real treat for gamesters with their amazing new triple-thrill cabinet - the Three Wonders!

The impressive machine, featured at the recent Electrocoin arcade show, includes three great games on one CP system board - which means you get to choose which one you play! Midnight Wanderers, Chariot and Don't Pull are the threesome on offer, and pretty darned good they all are...

The first two games are interlinked in as much as Midnight Wanderers is the quest for the Chariot you use in the second game, although each of the three can be played independently of the others. Here's the lowdown on each game:





THREE WONDERS

BY CAPCOM



Three in one - triple the fun! That's the thinking behind the Three Wonders and Capcom have come up with a cabinet which is a bit special. With most playchoice systems the games on offer can tend to be somewhat substandard, but with Three Wonders that's not the case at all. Each game could quite happily stand in its own cabinet, and put together there's something here to appeal to just about every gamesplayer around. Chariot has to be my favourite - featuring big, colourful and bold sprites and some heavy-duty shoot 'em up action. Midnight Wanderers didn't appeal at first, but it's weird atmosphere soon tempts you back. Don't Pull is a puzzle game to rank alongside some of the best of the genre, taxing your brain while the trigger finger takes a break. Check out Three Wonders as soon as you get the chance - you'll wonder how they managed to squeeze so much into one big box! This is going to be huge...

TIM BOONE

PUSH 'N' PULL PUZZLING!

Don't Pull is a puzzling fantasy game set in the wonderful world of Don and Pull - two cute characters whose mission in life is to push and pull blocks around and knock six bells out of the bad guys. Mini biceps bulging, our heroes race around the screen avoiding their enemies and trying to squash the baddies into so much marmalade by shoving hefty blocks at them. The troublesome twosome can also try to collect fruit for extra credits while three hearts in a row gives a special bonus. Easy to pick up and hugely addictive, this one will guzzle up your loose change in a jiffy!





CHARIOT OF FIRE!

Those dreadful demons are up to their old tricks again - and our two heroes are called into action once again. This time Lou (Player 1) and Siva (Player 2) must fly their chariots into battle across the skies.

Why? Well blow me down if that [illegible]on Lar hasn't gone and kidnapped the Prince[illegible] heroes just sit around while the po[illegible]nce!

First off the boys fly [illegible] contraptions which resemble hangliders wit[illegible] and zapping away with a choice of front or tail shot at wave after wave of evildoers and spectacular end-of-level bad guys.

Each level boasts its own baddies, pick-ups and boss creatures so spectacularly nasty you'll wet somebody else's pants before beating the big baddies into the ground where they belong!

SHOOTING







MIDNIGHT MAYHEM

Midnight Wanderers is billed as the action game of the trio, featuring some magical graphics and great gameplay to match.

Our heroes Lou and Siva set of on a quest into the Demon's Castle to liberate the amazing Chariot of Light from the evil baddie Gaia.

The central sprites are extremely cute and well animated, which allows you to employ a wide variety of tactics and moves as our gun-toting good guys take on a whole host of evil villains.

Along the way Lou and Siva will meet some fairly magical allies, including the Firestorm which fires up your enemies, the Chilly which chills them and the Corkscrew which, um, does various nasty things...

All in all, Midnight Wanderers is a great looking platform shooting romp with some well-weird graphics to add that extra touch. You'll soon be hooked on the game and keep coming back for more.

ACTION







ARCADE

GRAPHICS	92
SOUNDS	89
PLAYABILITY	91
LASTABILITY	90
OVERALL	**91**



PREVIEW

VERSION	DATE	PRICE
ST	SEPTEMBER	£ 29.99
AMIGA	SEPTEMBER	£ 29.99

UTOPIA



GREMLIN

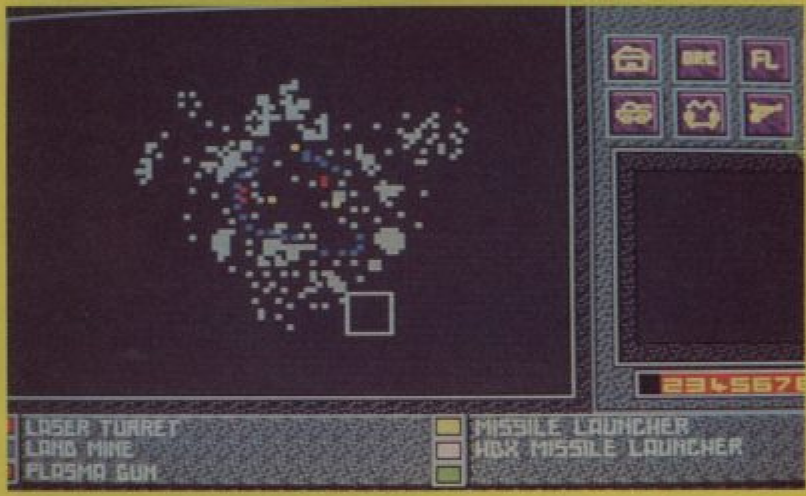
Utopia, in case you didn't know, is a term used to describe the perfect society with no strife or unhappy people. Of course, everyone wants to live in a Utopia, but life being what it is and people being what they are, it's practically impossible to create one. Or is it?

Like SimCity and Populous, this game from Gremlin lets you run your own colony, only this time the colony is on a distant planet which is also populated by ten other alien species. The aim of the game is to keep the colony running for as long as possible, and get the colonists' Quality of Life to above 90%.

Once you've constructed living quarters for your brave space pioneers, you'll need food stores, a power station and some solar energy panels, and some space moss converter plants which provide the colony's air supply. To provide an extra boost to the Quality of Life-ometer, you can construct a hospital or a sports complex.

As well as levying taxes on the colonists, you can finance your operation with ore mining, but beware of envious aliens. They will happily mount attacks on your installations if they aren't adequately defended, so you need to invest some of that ore revenue in weapons research and tank construction.

We've seen a demo of Utopia and programmer Graham Ing (one of the men behind Gremlin's BSS Jane Seymour) has done an extremely good job - in fact there were mumblings in the CVG games room which went "blah, blah... Mmm, very nice indeed... blah, blah... Mmm, next SimCity... blah, blah." In fact, word has it that a lot of console programmers were showing a great deal of interest in the game at the Chicago CES Show, so it may eventually appear on Megadrive and Super NES. We'll keep you posted.

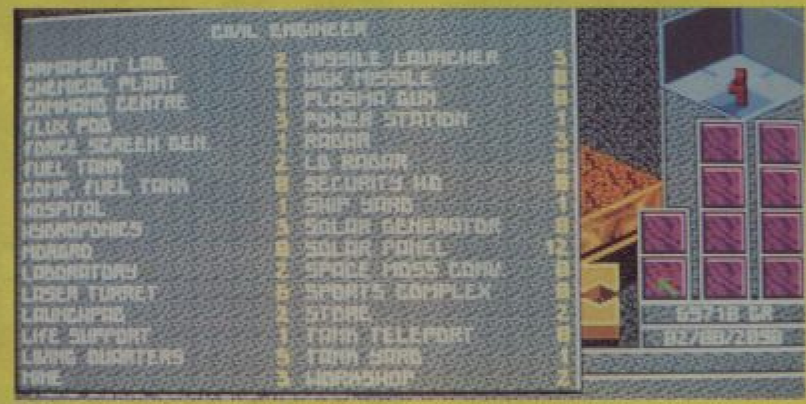






BATTLE STATIONS!

Any colony with sufficient technical skills can construct weapons and mobile defence units to keep invaders at bay. Small laser turrets can be sited around the outskirts of the colony, and really cautious commanders can create a perimeter of minefields to defend against any enemy ground attacks. If you'd prefer to attack your neighbours first, you can send out units of tanks to attack any enemy forces in a particular area. The same can be achieved with spacecraft of which there are five increasingly powerful types. Not surprisingly, the best weapons require the most skilled technicians to build them, and the best raw materials.



AUTO-TRADER

Trading is an essential part of the game, because you have to sell your ore and buy other raw materials to construct various facilities. However, if you want to concentrate on another aspect of the game you can let the computer sell a certain percentage of your goods at the end of every month.

MEGA TWINS

PREVIEW

VERSION	DATE	PRICE
AMIGA	TBA	£ TBA
ST	TBA	£ TBA
C64	TBA	£ TBA
SPECTRUM	TBA	£ TBA
AMSTRAD	TBA	£ TBA

Long, long ago, long before anyone can remember and a very long time before they forgot it, along came a terrible monster to spell doom for the paradise land of Alurea.

Wrecking everything in its path this frightful beastie ravaged the land and wiped out the peaceful people of this lovely land. They had forgotten how to fight, and the price they paid was high indeed.

Luckily for everyone except that foul fiend, the King's twin baby sons survived the massacre. Now they're looking for revenge in US Gold's conversion of the Capcom coin-op - and these twins are babies when it comes to hard-hitting screen action!





IT'S THE TERRIBLE TWINS!

Fifteen years after the monster ran riot over their beloved homeland, the twins have set out of a quest to avenge the outrage and put the world to rights again. Armed with a sword and shield, cute cotumes and a wide variety of blooming useful hats, the Mega Twins are ready to take on anything the bad guys can throw at them.

Battling through level after level the dapper little duo are in search of the legendary stone known only as Dragon Blue Eyes. The stone holds all the secret and is the only way the twins can re-awaken their country and bring peace and prosperity to the land.

ARCADE THRILLS 'N' SPILLS!

Taking on the role of the Mega Twins, you'll battle through six levels of arcade action set in the fabulous world of Alurea. US Gold are hoping to recreate all the thrills and spills of the arcade original, and as you can see from these arcade screenshots there are a fair few of those to go round!

Among the levels are the fairytale forests, complete with all manner of unspeakable nasties. Then there are the underwater adventures, in which the twins don flippers and masks and get involved in all sorts of sub-aqua argy bargy. There's even an airborne level in which our heroes wear pigeon hats to take on all many of flying fiend!









MEGA MANIC MONEY MAKER?

Capcom's little known Mega Twins coin-op didn't exactly cause a storm in the arcades, and must be one of the most under-rated games to have gone the rounds. Arcade maestros say the game looks great, plays well and is addictive.

All in all it looks as if US Gold have picked up a nice license, espacially considering the success of their previous Capcom conversion, Mercs.

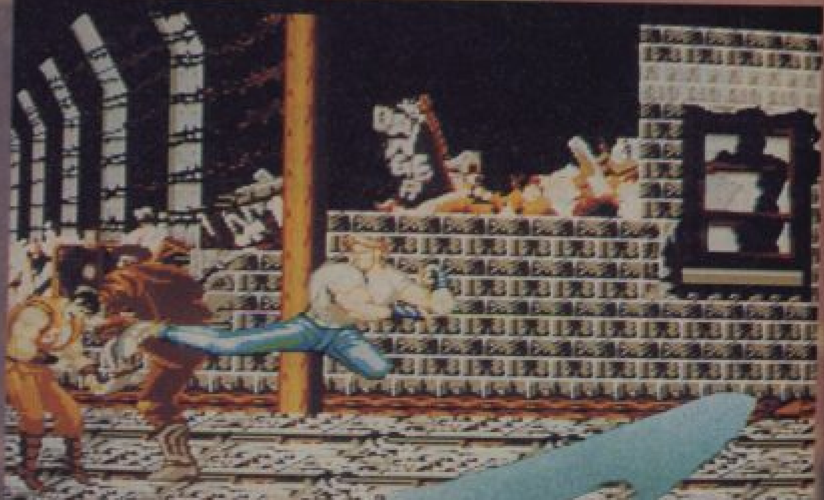
Mega Twins might just turn out to be the same success the then little-known Taito conversion New Zealand Story was for Ocean. With versions planned later this year for the Amiga, ST, C64 Spectrum and Amstrad, we'll wait with fingers crossed!

PREVIEW

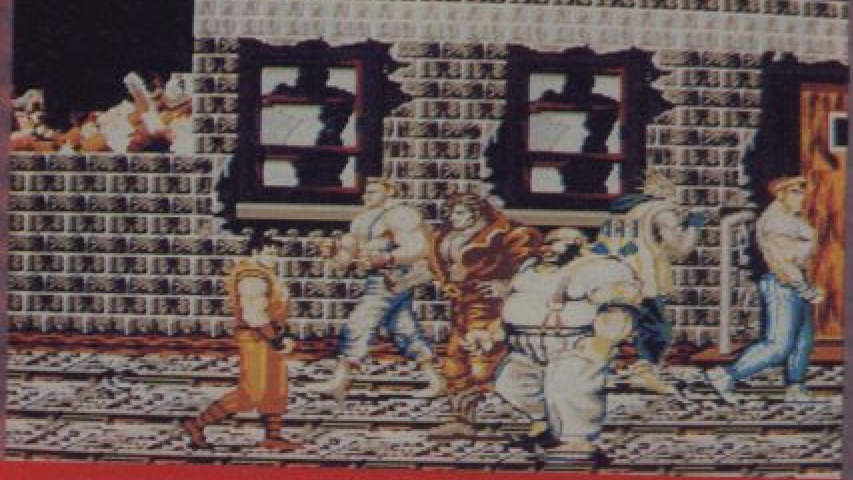
VERSION	DATE	PRICE
AMIGA	OCTOBER	£ TBA
ST	OCTOBER	£ TBA
C64	TBA	£ TBA
SPECTRUM	TBA	£ TBA
AMSTRAD	TBA	£ TBA

We've seen you all drooling over the Super Famicom version of Capcom's gut-busting extravaganza for months now, and we can understand why: it's one of the most impressive Famicom titles available. But wipe away that slobber - the computer versions are almost ready to roll, courtesy of those ganglords down at US Gold!

If you've seen the coin-op, you'll be amazed how close a copy of the original graphics these Amiga screenshots are - and they aren't even completed yet! But is the finished version going to contain the fast action, hard hitting gameplay which made the arcade game such a winner? Only time will tell, but you can be sure that no matter how muscly the enemy is, we'll grab 'em by the nether regions and not let go until we've given you the final lowdown!





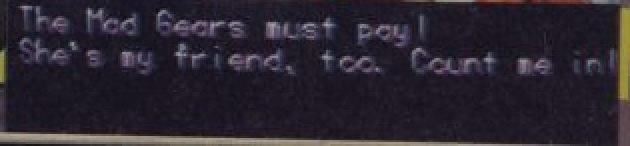


TWO-PLAYERS? NO PROBLEM!

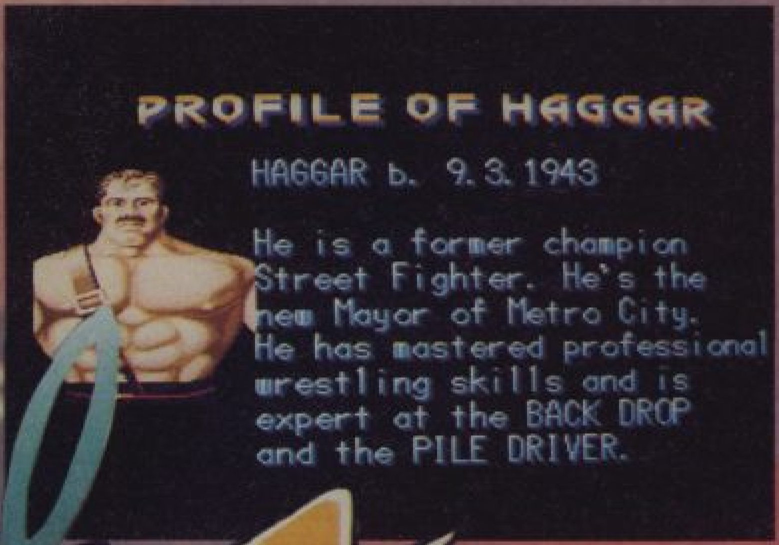
One of the best features of the original coin-op left out of Super Famicom Final Fight was the two-player mode (oh yeah, we were sent a load of "cheats" telling us how to access a two-player mode - a cheat which was, quite frankly, rubbish and untrue). Not so in the computer incarnations - here you get full, two player participation. Not only that, US Gold are also including all three fighters - Guy, Cody and Haggar - whereas the console game could only manage the first two chaps. Pah, who says consoles can out-gun the good old computer?!











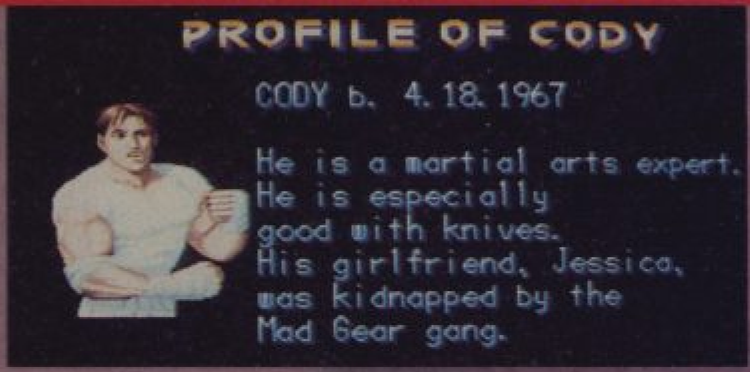


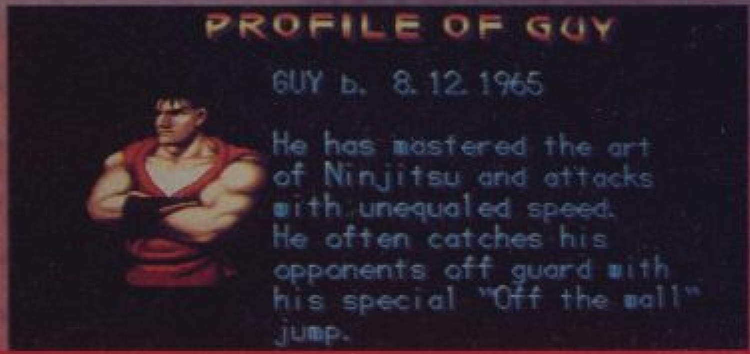
YOUR CHAMPION!

GUY: Has mastered the art of Ninjitsu. Attacks his enemies with unequaled speed. Often catches his opponents off-guard with his speciality "Off The Wall" jump.

CODY: A martial arts expert. He is especially good with knives. His girlfriend, Jessica, was kidnapped by the Mad Gear gang.

HAGGAR: A former champion Street Fighter. He's the new mayor of Metro City, has mastered professional wrestling skills and is an expert of the Back Drop and Pile Driver.







SO WHAT'S THE STORY?

Well, there's this bloke see, and his name is Haggar. He used to be numero uno in the street-fighting world but now he's moved into politics as mayor of rough, tough Metro City. Anyway, old Haggar is a law-abiding chap and he's put a stop to organised crime, which the previous mayor turned a blind eye to. Which is why the Mad Gear gang are upset. So upset, in fact, that they've kidnapped Haggar's daughter, Jessica, stripped her half naked (obviously so she won't run away!?) and have threatened all sorts of unmentionable things should Haggar refuse to allow them to run their "business".

Obviously he's not overjoyed at this state of affairs, so off he goes in search of her. Along with best mates Cody (Jessica's feller) and Guy (who would love to be Jessica's feller). A fairly straightforward excuse for a good old kicking spree!



VERSION	DATE	PRICE
C64	SEPTEMBER	£ 11.99
SPECTRUM	SEPTEMBER	£ 11.99
AMSTRAD	SEPTEMBER	£ 11.99
ST	SEPTEMBER	£ 25.99
AMIGA	SEPTEMBER	£ 25.99
SEGA	SEPTEMBER	£ TBA



US GOLD

Remember this? OutRun Europa is US Gold's own instalment in the OutRun saga which was originally planned for release back in 1989. But then Turbo OutRun came along and it made more sense to release a conversion of that while the arcade game was still hot, so this project was temporarily shelved. Now it's back, and due for release on all formats, including Sega Master System, this September.

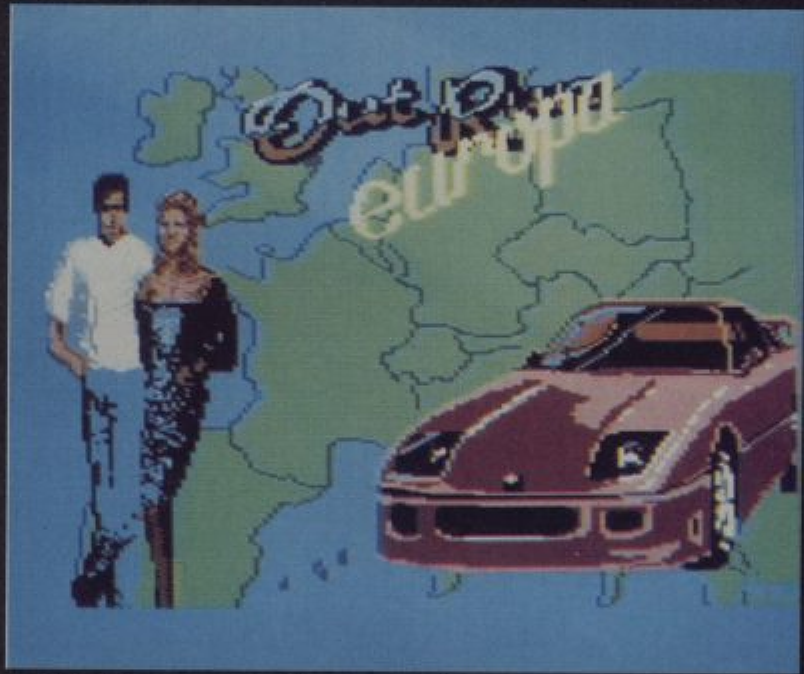
You play a British secret agent who has been given some top secret plans to deliver to an unknown destination in Europe. But disaster has, not surprisingly, struck. The plans been stolen by foreign spies, and your bosses in London think you've pinched them! With Europe's entire security force at your back, you have to catch up with the plans while avoiding capture, and the chase is set over seven stages.



Out Run EUROPA

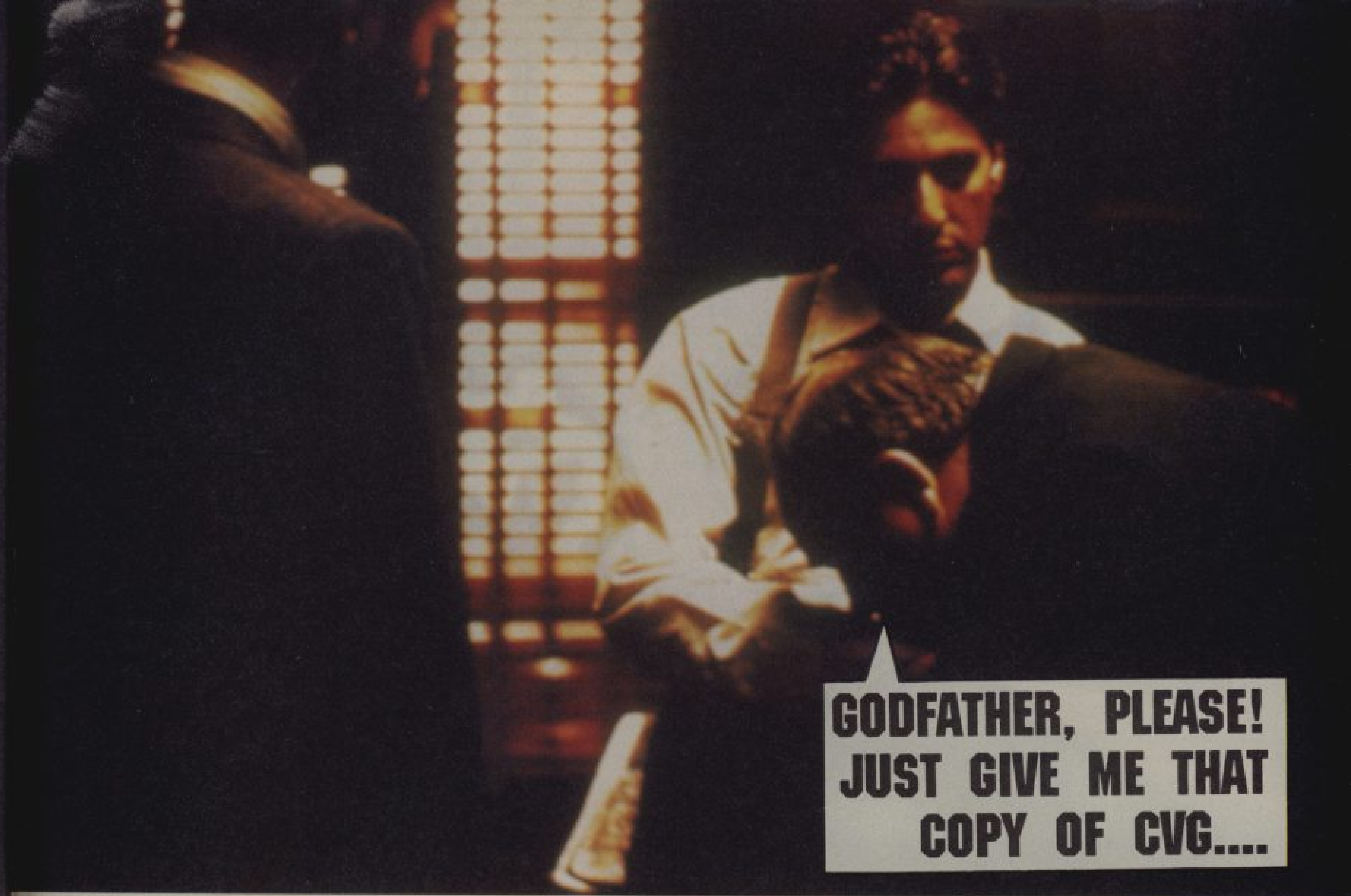






This time, you don't just get a Ferrari to scoot around in. You start the game on a stolen motorbike which you have to drive from London to Dover, where the chase continues across the Channel on a jet-ski! All the time, enemy agents and foreign police forces are trying to run you off the road so getting to the end stage is all down to your skill at driving and dodging.

Probe software are programming all versions of the game. As well as producing the 8-bit conversions of Special Criminal Investigations, Probe were also responsible for the successful home versions of Turbo Outrun, so their mastery of the driving simulation is already proven. And from what we've seen of OutRun Europa, their reputation is in no danger of being tarnished.



NEXT MONTH!

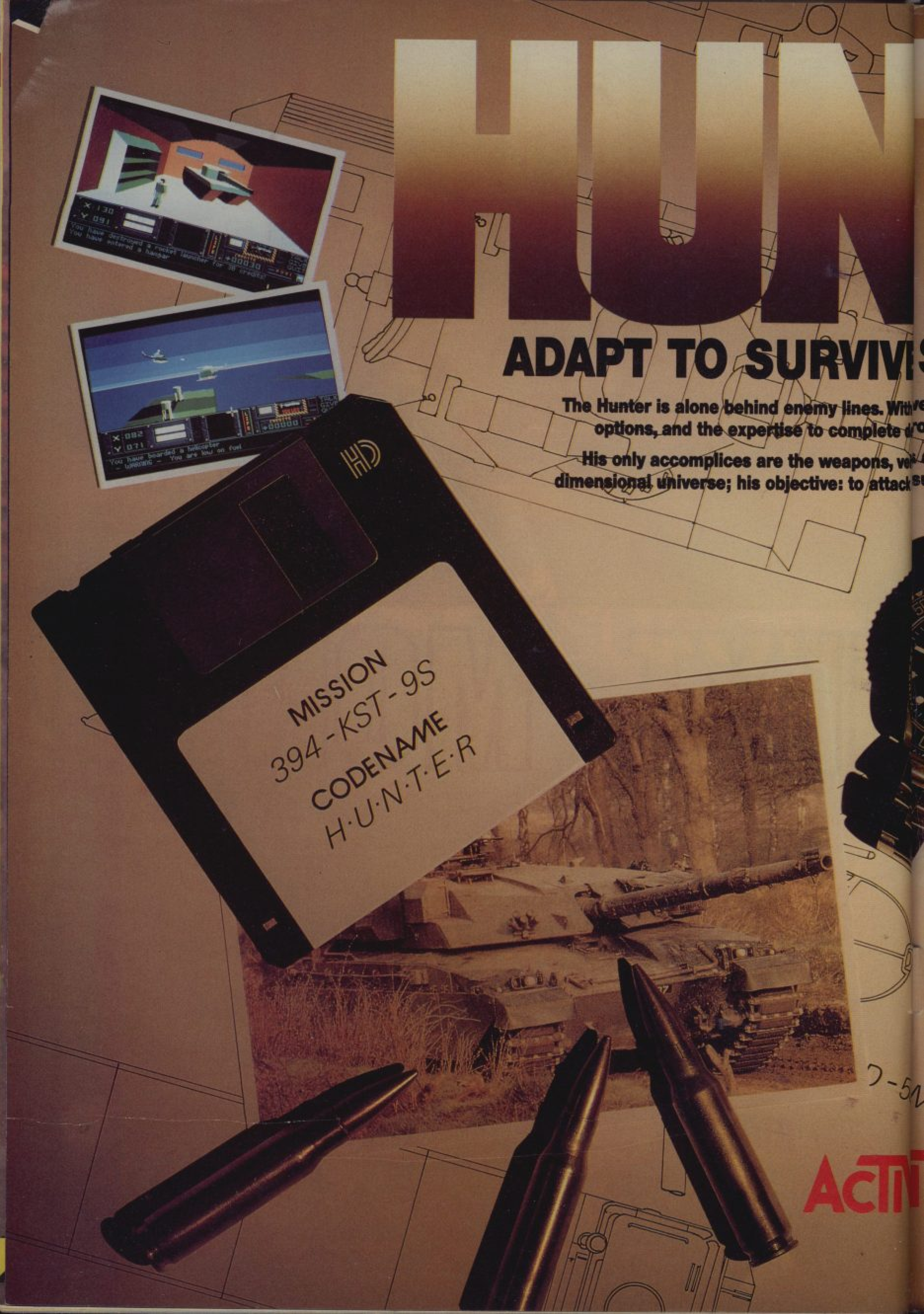
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